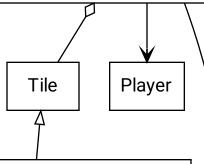


- position: Tile[][]
- finishTiles: List_Tile_
- + «constructor»(tileArray:int[][],p:Player)
- + getFinishTiles(): List_Tile_
- + getPosition(pos:Coord): Tile
- + getTiles(): Tile[][]



ContainerTile

- contents: Object
- + «constructor»(startCoord:Coord)
- + canBeFilled(): boolean
- + setContents(content:Object): void
- + getContents(): Object

Coord

Controller

- v: View
- m: Model
- I: WBListener
- + «constructor»(path:String)
- + makeModel(filePath:String): void
- + run():
- + processEvent(e:KeyEvent): void

