Player InteractGameMenu <<extends>> PlayLevel <<uses>>moveLeft StartNewGame <<uses>>-<<uses>> moveRight -<<uses>>-<<uses>>--LoadGame moveSprite jump -<<uses>>crouch <<uses>>_ ChooseLevel <<uses>>-<<extends>> <<extends>> <<extends>> <<extends>> -<<uses>>-ViewLeaderboard levelInProgress levelWon levelFailed -<<extends>>-

-<<extends>>-