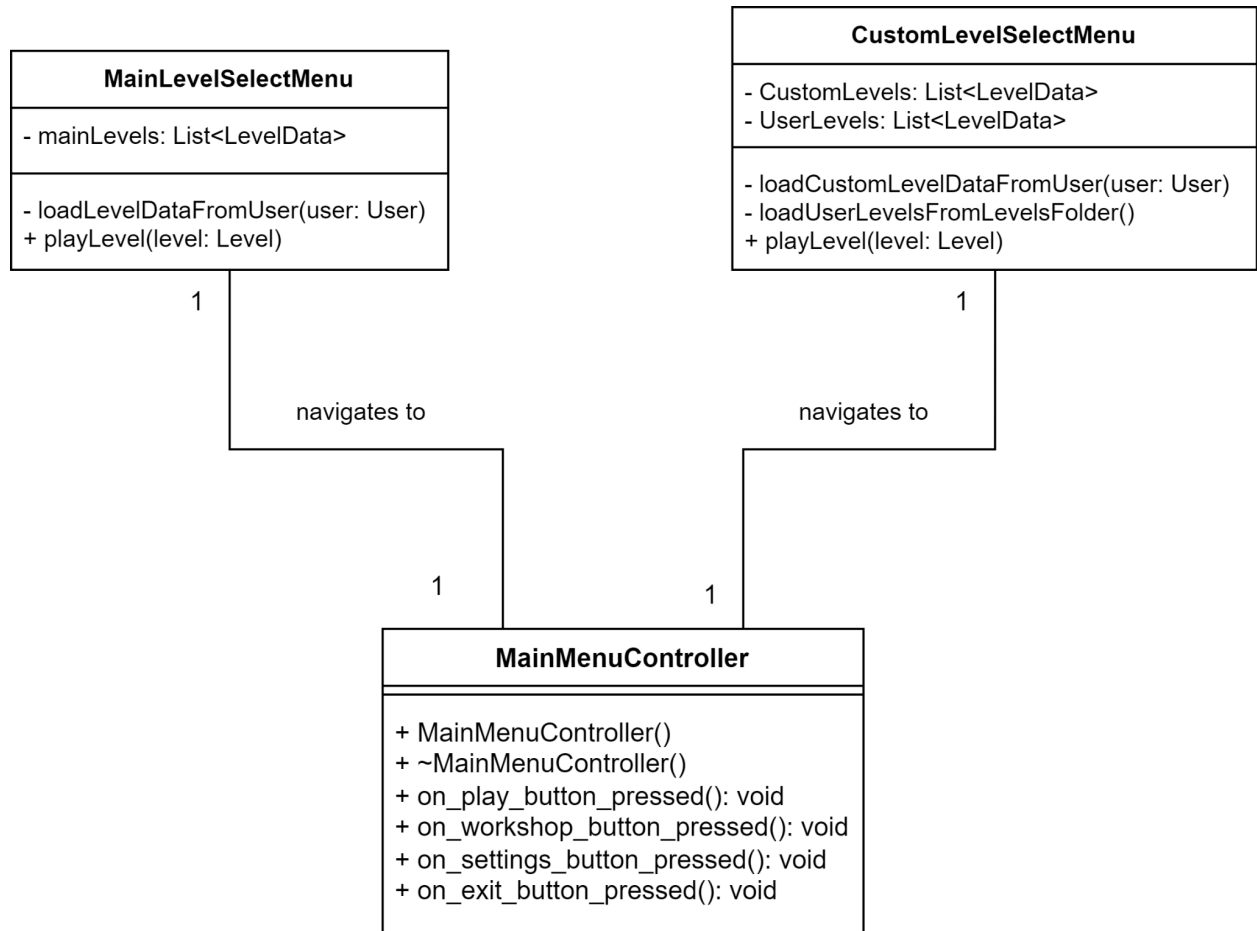


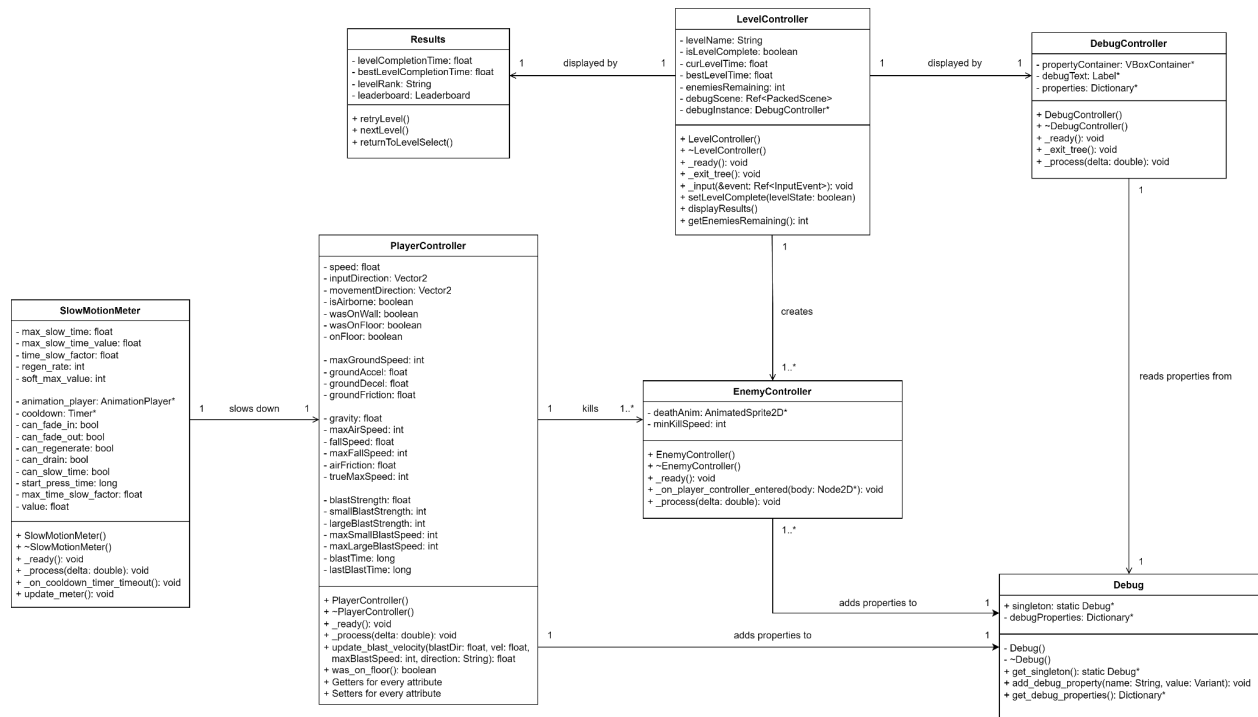
UML Diagrams

Menu Class Diagram



Settings and User classes removed. Not enough time to implement them, so the menus consist of this + the GDScript code.

Gameplay Class Diagram



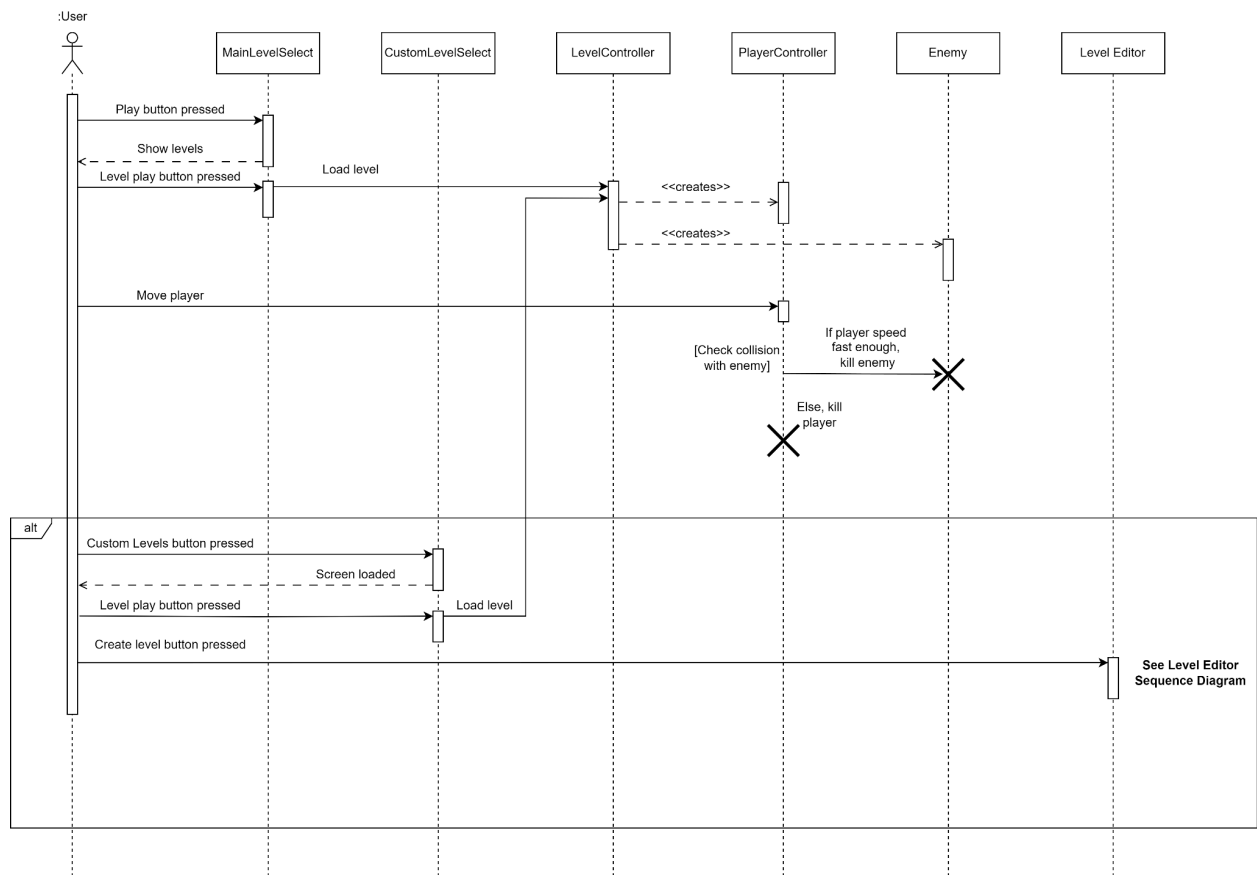
No changes since deliverable 2.

Use Case Diagram



Settings menu use case removed.

Sequence Diagram



No changes since deliverable 2.