

babalsYou::Main

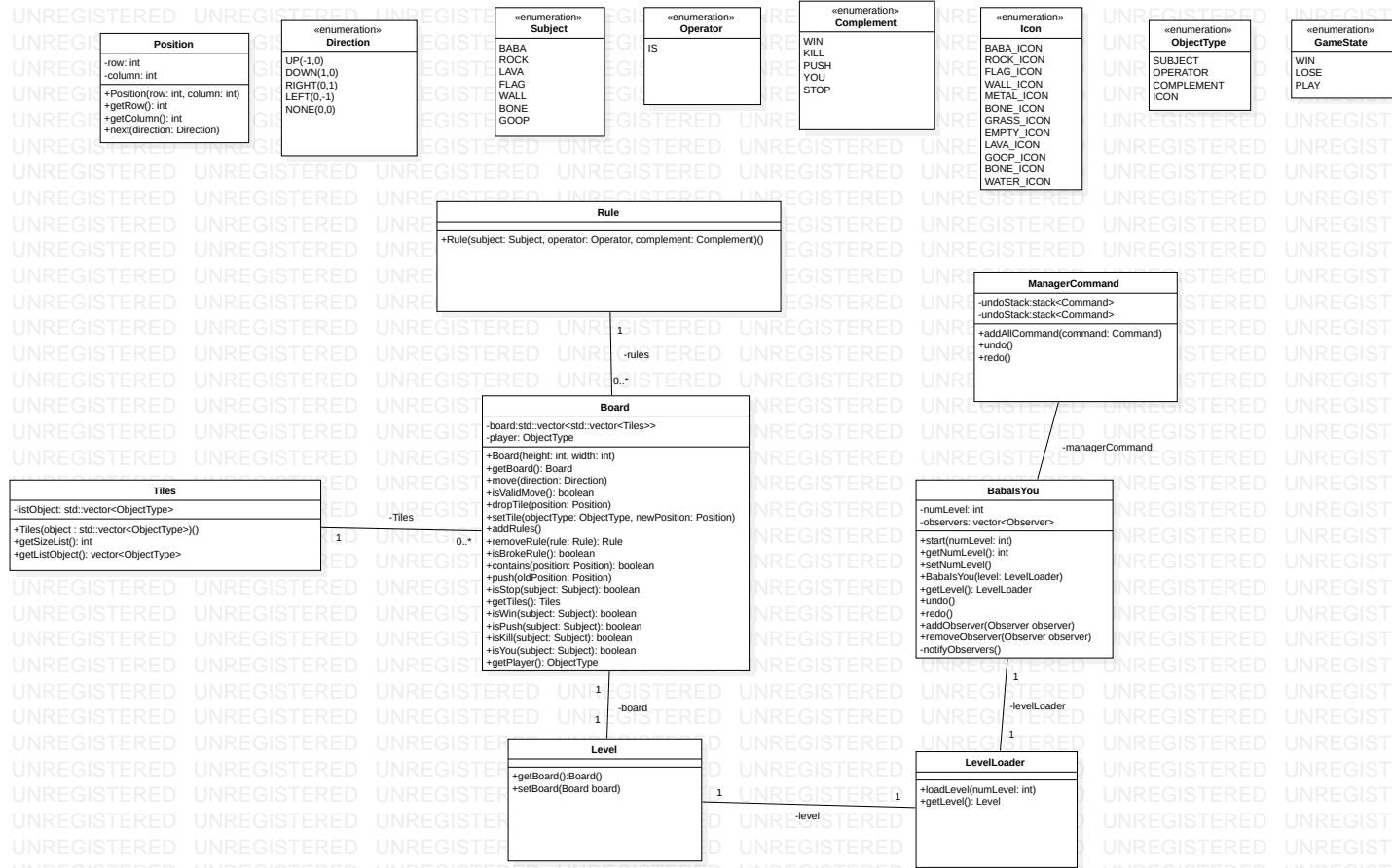
model

controller

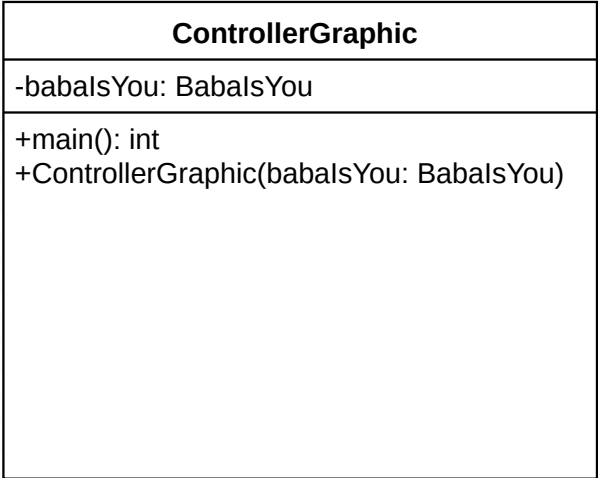
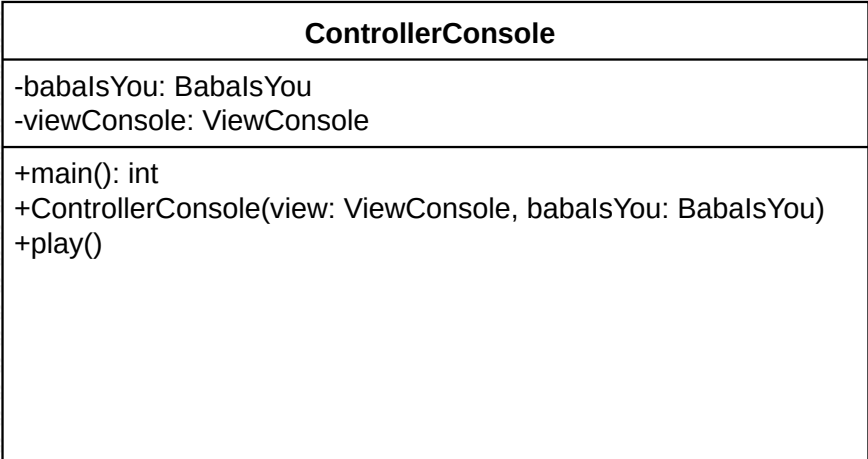
view

util

babalsYou.model.ClassDiagram1



babalsYou::controller::ClassDiagram1



ViewConsole
+printBoard(board vector<vector<Tiles>>()) +displayStart() +displayLose() +displayWinLevel() +displayEndGame() +askDirection() +update()

MenuView
-babalsYou: BabalsYou
+displayMenu()

GameView
-babalsYou: BabalsYou
+displayBoard(board vector<vector<Tiles>>()) +update()

viewGraphic

