

Controller

Main -screen: int; +Main(String args[]): void; +setup(): void; +settings(): void; +draw(): void; 1 +mousePressed():void; -dist (MainCharacter, Enemy):void; MainController

Model

+NameCo

+compara

+ScoreCo

+compara

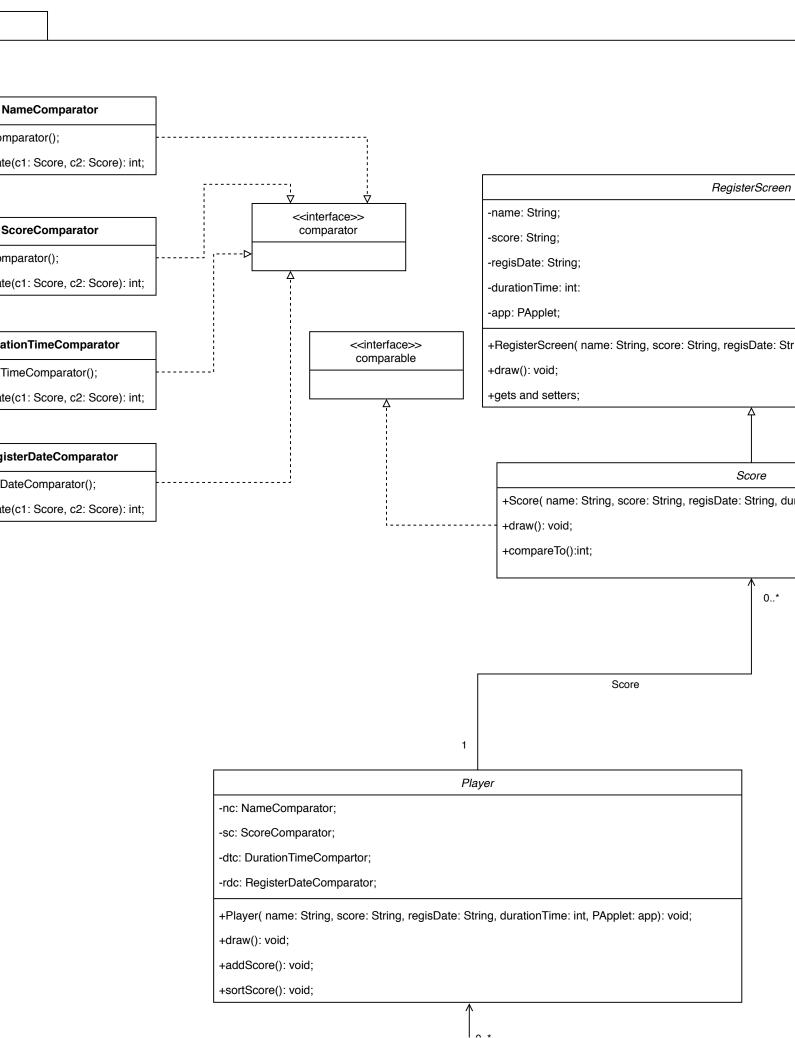
Dur +Duration

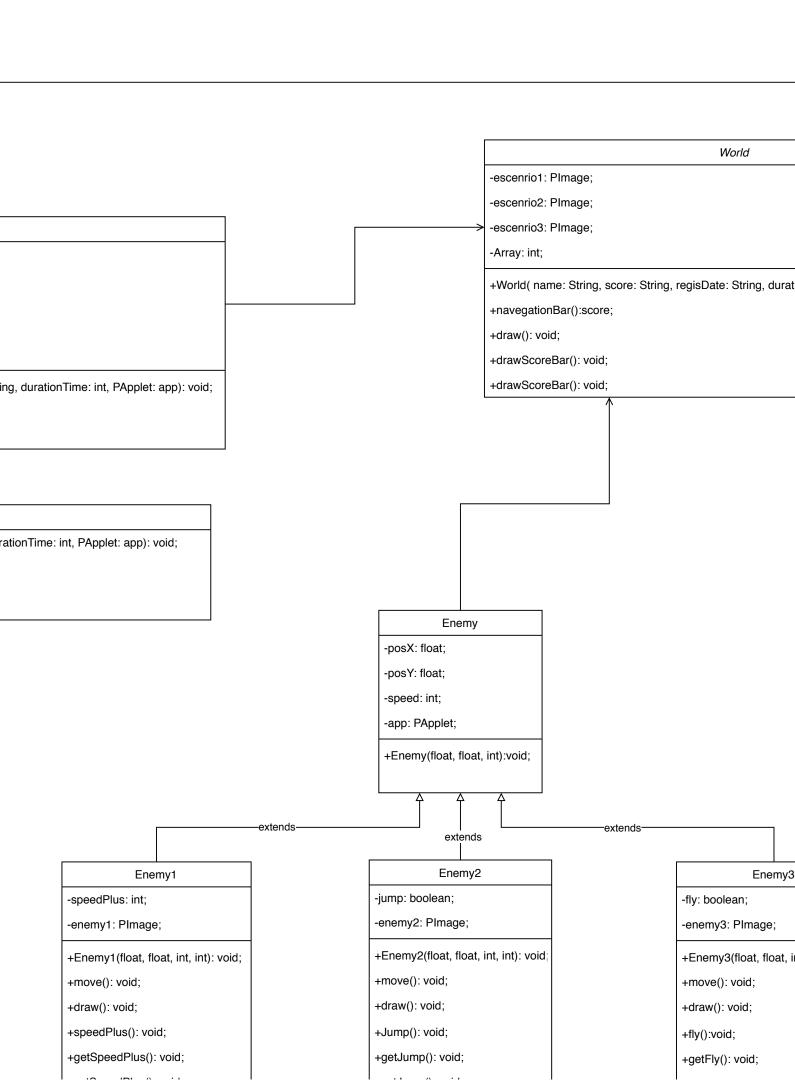
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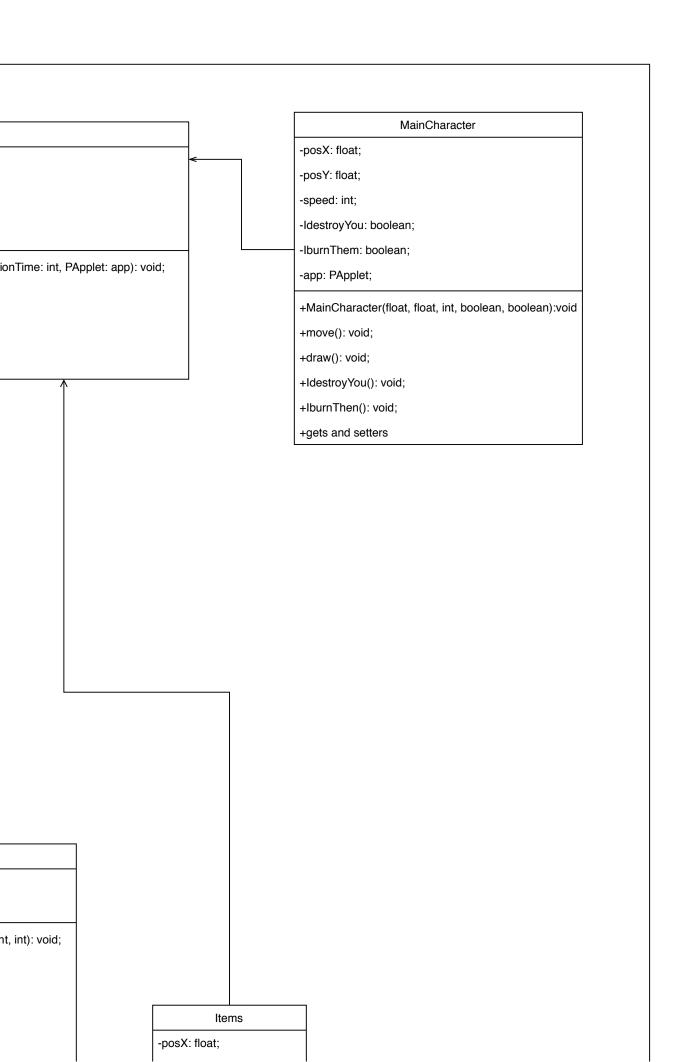
Reg +Register

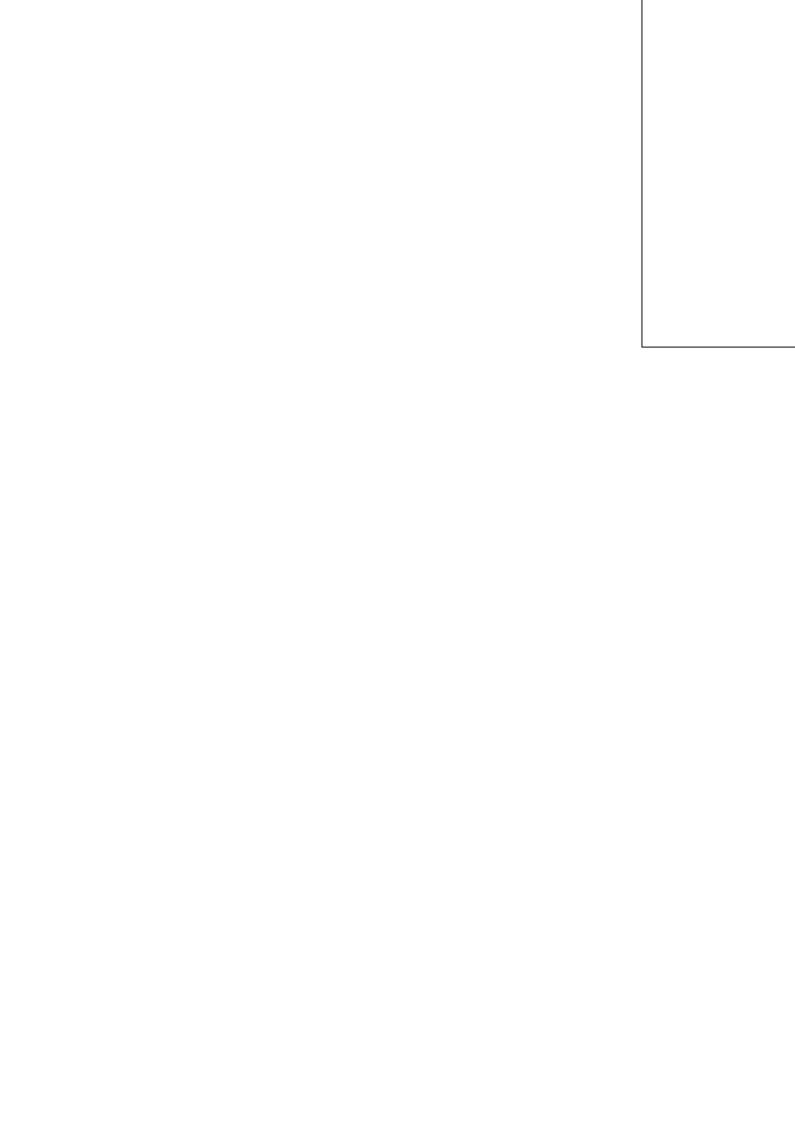
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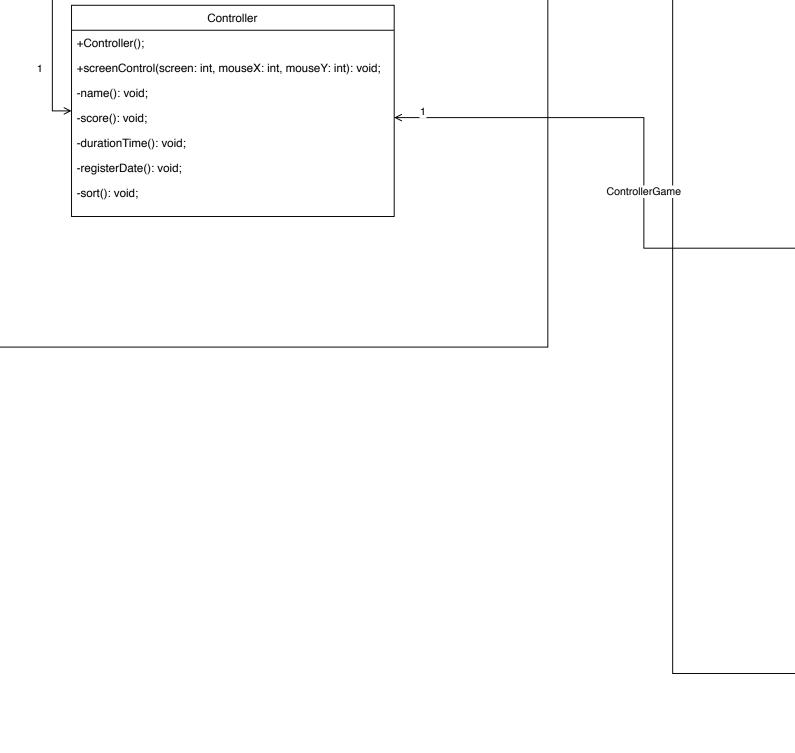
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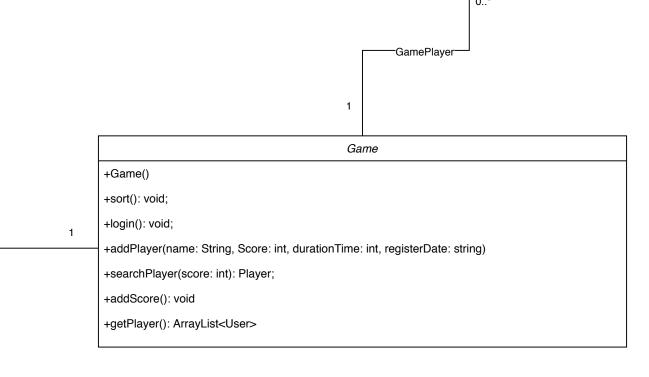












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