GameDef

- int: FPS
- Difficulty: difficulty
- List<RigidBody>: bodies
- + addBody(Rigidbody: body): void
- + getBodies(): RigidBody
- + clearBodies(): void
- + getFPS(): int
- + setFPS(int: fps): void + getDifficulty(): Difficulty
- + setDifficulty(Difficulty: diff): void

ViewManager

- Stage: stage
- Scene: scene
- + ViewManager(Stage: stage)
- + showStartView(): void
- + showGameView(): void
- + showEditorView(): void

Observable

- List<Observer>: observers
- + addObserver(Observer: obs): void
- + removeObserver(Observer: obs): void
- + clearObservers(): void
- + notifyObservers(): void

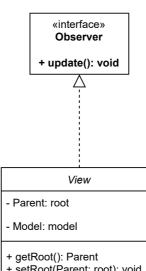


Model

- GameDef: gameDef
- + Model(GameDef: gameDef)
- + getGameDef(): GameDef
- + setFPS(int: fps): void
- + setDifficulty(Difficulty: diff): void



StartModel



- + setRoot(Parent: root): void
- + getModel(): Model
- + setModelModel: model): void



Startview

- Button: startButton
- Button: settingsButton
- StartModel: model
- + StartView()
- + getStartButton(): Button
- + setStartButton(Button button): void
- + getSettingsButton(): Button
- + setSettingsButton(Button button): void

StartController

+ setView(View v, ViewManager: viewM): void