

PlayerType
(from Model)

UI
(from View)

Game
(from Model)

+update(long time, Vector2D playerDirection) : void
+getEliminations() : List<String>
+getCoins() : int
+isGameEnded() : boolean
+isPlayerLevelUp() : boolean
+getWeaponChoice() : List<>

«Interface»
GameView
(from View)

+updateSprites(Collection<Point2D> ...entities) : void
+getPointerTarget() : Point2D

Engine
(from Controller)

+startGameLoop() : void

Input
(from Controller)

InputHandler
(from Controller)

+handleCommand(Set<Input> d) : Vector2D
+handleAttackDirection(Point2D target) : Vector2D

DataHandler
(from Controller)

+updateCoins() : void
+updatePokedex() : void
+getCoins() : int
+getPokedex() : Map<String, Integer>