

PlayerType  
(from Model)

Game  
(from Model)

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

UI  
(from View)

«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>