

Map
(from Model)

```
+update(long time, Vector2D ...directions) : void  
+getEliminations() : List<String>  
+getCoins() : int  
+isGameEnded() : boolean
```

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>
```