Level
Meta
Triplet
Meta
shot
target
damagePoints
ShotSelection
addExecutedShot
calculateEstimatedMaximalPoints
Level
Level
database
LevelState
LevelStorage
Level
LevelState
addLeveltoStorage
updateLevelInfo
LevelStorage
LevelSelection
Meta
selectNextLevel

$$Probability = 1-(actualScore/maximalReachableScore)$$

1
boolean
ig-
noreLostLevels
ig-
noreLostLevels
if
or
ig-
noreLostLevels
then