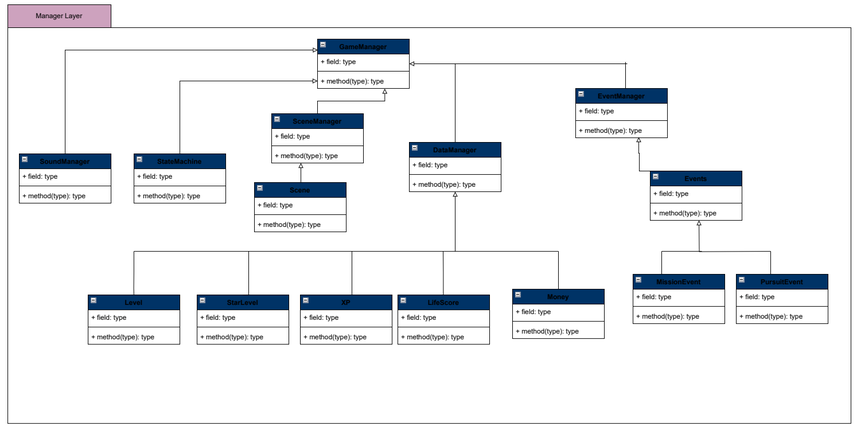
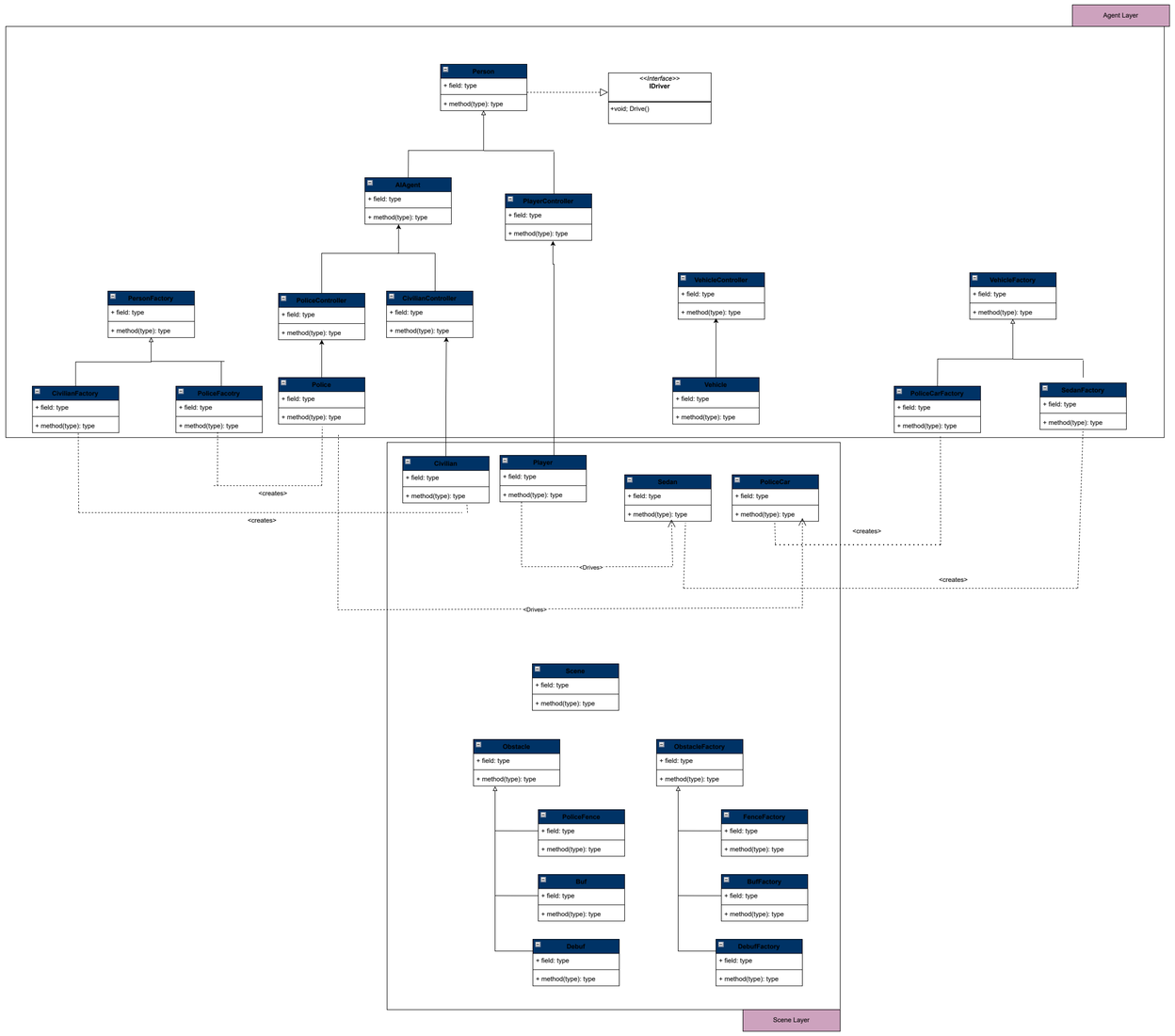

Manager Layer
GameManager
+ field: type
+ method(type): type
SoundManager
+ field: type
+ method(type): type
StateMachine
+ field: type
+ method(type): type
StateManager
+ field: type
+ method(type): type
Scene
+ field: type
+ method(type): type
DataManager
+ field: type
+ method(type): type
EventManager
+ field: type
+ method(type): type
Events
+ field: type
+ method(type): type
Level
+ field: type
+ method(type): type
StarLevel
+ field: type
+ method(type): type
XP
+ field: type
+ method(type): type
LifeScore
+ field: type
+ method(type): type
Money
+ field: type
+ method(type): type
MissionEvent
+ field: type
+ method(type): type
PursuitEvent
+ field: type
+ method(type): type


Agent Layer
Person
+ field: type
+ method(type): type
<<Interface>>
IDriver
+void; Drive()
AIAgent
+ field: type
+ method(type): type
PlayerController
+ field: type
+ method(type): type
PersonFactory
+ field: type
+ method(type): type
PoliceController
+ field: type
+ method(type): type
CivilianController
+ field: type
+ method(type): type
VehicleController
+ field: type
+ method(type): type
VehicleFactory
+ field: type
+ method(type): type
CivilianFactory
+ field: type
+ method(type): type
PoliceFacotry
+ field: type
+ method(type): type
Police
+ field: type
+ method(type): type
Vehicle
+ field: type
+ method(type): type
PoliceCarFactory
+ field: type
+ method(type): type
SedanFactory
+ field: type
+ method(type): type
<creates>
<creates>
<creates>
<creates>
<Drives>
<Drives>

Civilian
+ field: type
+ method(type): type
Player
+ field: type
+ method(type): type
Sedan
+ field: type
+ method(type): type
PoliceCar
+ field: type
+ method(type): type
Scene
+ field: type
+ method(type): type
Obstacle
+ field: type
+ method(type): type
ObstacleFactory
+ field: type
+ method(type): type
PoliceFence
+ field: type
+ method(type): type
FenceFactory
+ field: type
+ method(type): type
Bollard
+ field: type
+ method(type): type
BollFactory
+ field: type
+ method(type): type
Dabuif
+ field: type
+ method(type): type
DabuifFactory
+ field: type
+ method(type): type
Scene Layer