GameController

-Model model
-boolean forward, backward, left, right, up, down

+update()
+handleInput(InputEvent event)

View

-WindowManager displayManager
-MasterRenderer renderer

+createDisplay()
+updateDisplay()
+closeDisplay()

Model

-GameState gameState
-Camera camera
-World world
-CollisionSystem collisionSystem

+updateGame(float deltaTime)
+startBreaking()
+stopBreaking()
+placeBlock()

MasterRenderer

World

-Set<Chunk> chunks
-Vector3f lastKnownPlayerPos
-PerlinNoiseGenerator terrainNoise

+getVisibleBlocks()
+placeBlock()
+destroyBlock()

Camera

Block

-BlockType type
-Position position
-boolean[] visibleFaces
-float breakProgress

+updateVisibleFaces()
+getVertices()