

1.2

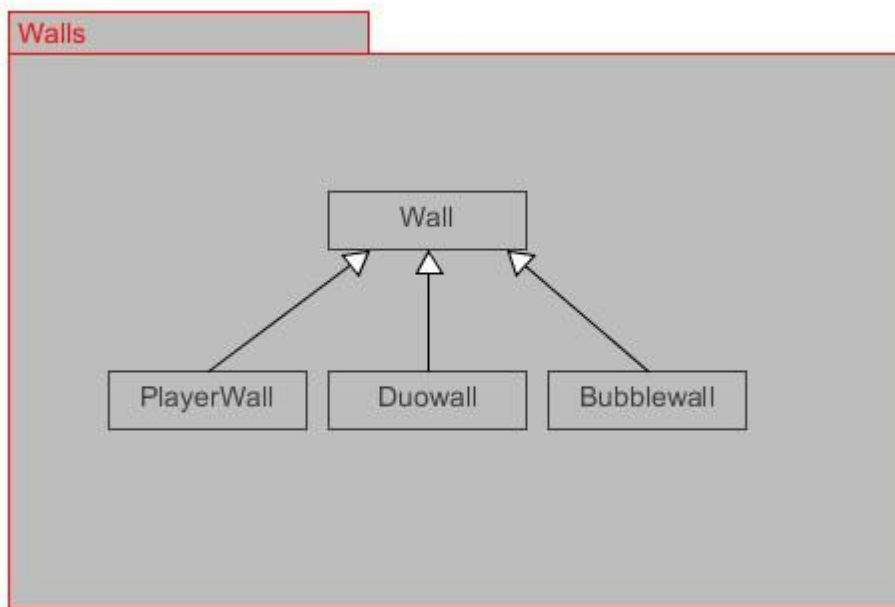
Wall	
Superclasses:	
Subclasses: PlayerWall, DuoWall, BubbleWall	
Create walls	PlayerWall DuoWall BubbleWall

PlayerWall	
Superclasses: Wall	
Subclasses:	
Create green player walls	

DuoWall	
Superclasses: Wall	
Subclasses:	
Create blue duo walls	

BubbleWall	
Superclasses: Wall	
Subclasses:	
Create red bubble walls	

The UML for the walls package



2.1

SurvivalDriver	
Superclasses: Driver	
Subclasses:	
Executes the survival game	Game

SurvivalGame	
Superclasses: Game	
Subclasses:	
Class that handles the survival game	Level

SurvivalLevelCreator	
Superclasses:	
Subclasses:	
Creates the survival levels	SurvivalLevel

NormalLevelCreator	
Superclasses:	
Subclasses:	
Creates the normal levels	NormalLevel

NormalGame	
Superclasses: Game	
Subclasses:	
Class that handles the normal game	Level

NormalDriver	
Superclasses: Driver	
Subclasses:	
Executes the normal game	Game

Level	
Superclasses:	
Subclasses: NormalLevel, SurvivalLevel	
Creates a level	Walls, Bubble, Powerup, Rope

NormalLevel	
Superclasses: Level	
Subclasses:	
Executes the normal game	Bubble

SurvivalLevel	
Superclasses: Level	
Subclasses:	
Executes the normal game	Bubble

The complete UML. Because a lot of classes changed we've chosen to upload the complete UML.

