- atempts : int

- chests : Chest[]

Game

Game()

+ getters

+ add\_chest(chest : Chest) : void

+ guess(chest\_num : int) : boolean

- name : String

- material : Materials

- material\_image\_path : String

- riddle : String

- lying : boolean

- treasure : boolean

Chest

Chest(name: String, riddle: String)

Chest(name : String, material : Materials, riddle : String)

Chest(name : String, material : Materials, riddle : String, lying : boolean)

Chest(name : String, material : Materials, riddle : String, lying : boolean, treasure : boolean)

+ getters

- setMaterial\_image() : void

+ setTreasure(treasure : boolean) : void

+ toString() : String

GOLD

SILVER

BRONZE

Materials