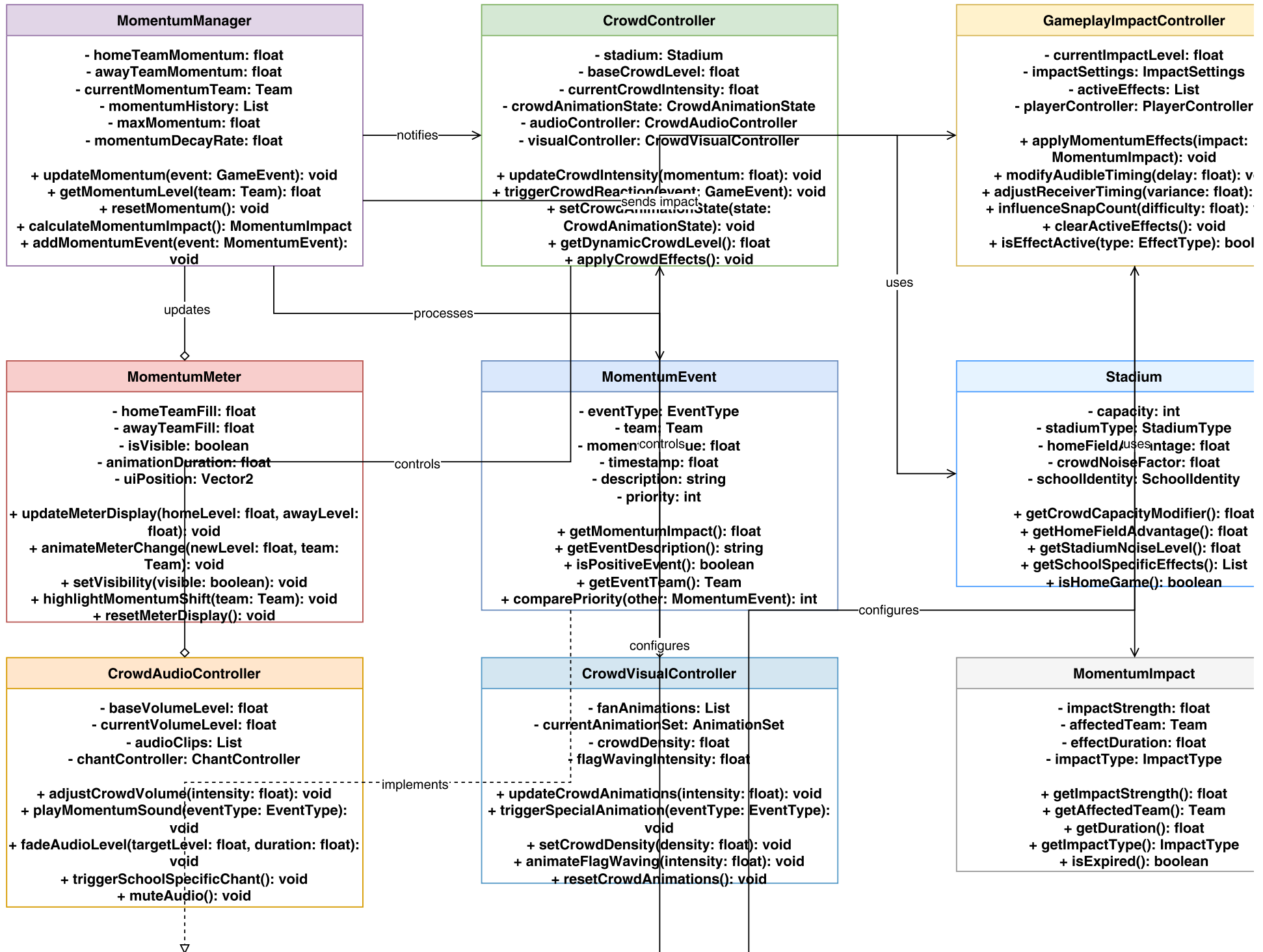


EA CLASS DIAGRAM



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<div><></div> <div>GameEvent</div>
<div><div><div><div><div><div></div></div></div><div><div>+ <i>getEventType(): EventType</i></div></div></div><div><div><div>+ <i>getTeam(): Team</i></div></div><div>+ <i>getMomentumValue(): float</i></div></div></div><div><div>+ <i>getTimestamp(): float</i></div></div></div>

AccessibilitySettings
<div><div><div><div><div><div></div></div></div><div><div>- enableGameplayImpact: boolean</div></div></div><div><div>- crowdIntensityMultiplier: float</div></div><div><div>- visualEffectsEnabled: boolean</div></div><div><div>- audioEffectsEnabled: boolean</div></div></div></div> <div><div><div><div><div><div></div></div></div><div><div>+ isGameplayImpactEnabled(): boolean</div></div></div><div><div><div>+ getCrowdIntensityMultiplier(): float</div></div><div>+ areVisualEffectsEnabled(): boolean</div></div></div><div><div>+ areAudioEffectsEnabled(): boolean</div></div><div><div>+ updateSettings(settings: Settings): void</div></div></div>

