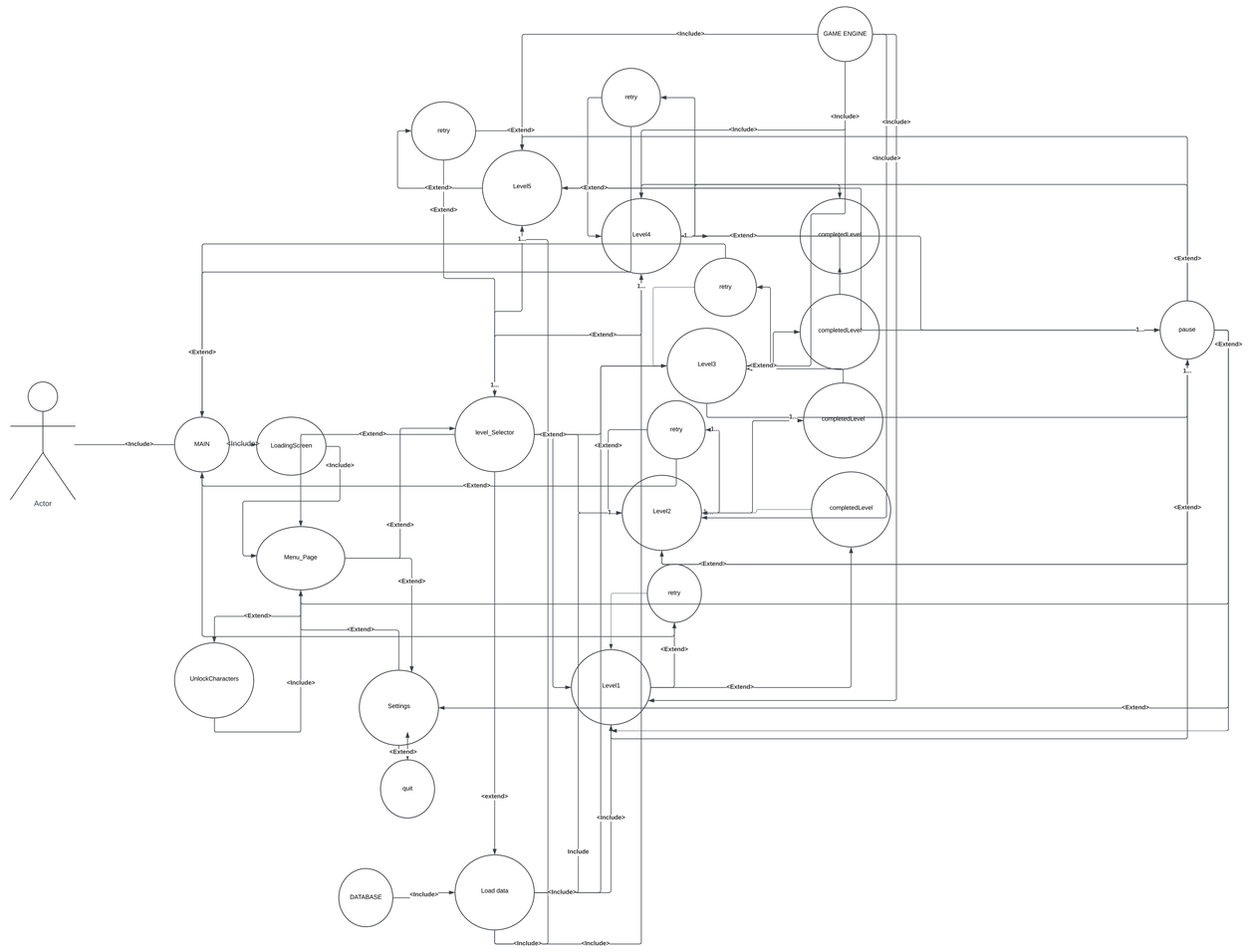
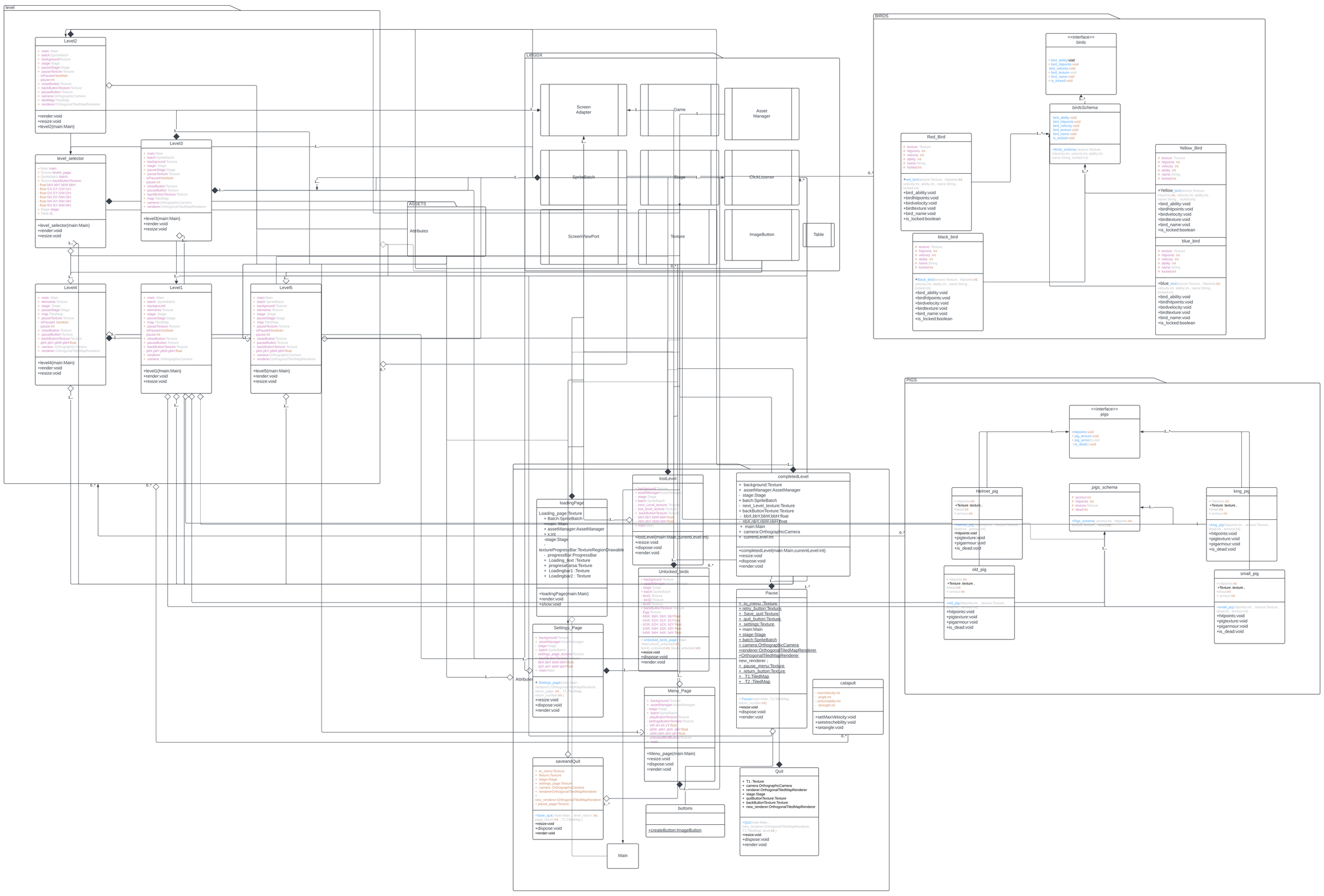

GAME ENGINE
Actor
MAIN
LoadingScreen
Menu_Page
UnlockCharacters
Settings
quit
DATABASE
Load data
level_Selector
retry
Level5
Level4
Level3
Level2
Level1
completedLevel
pause
<Include>
<Extend>
1..*
0..*


level
Level2
level_selector
Level3
Level4
Level1
Level5
LIBGDX
Screen Adapter
Game
Asset Manager
SpriteBatch
Stage
ClickListener
ScreenViewPort
Texture
ImageButton
Table
ASSETS
Attributes
BIRDS
<<interface>> birds
birds:Schema
Red_Bird
black_bird
Yellow_Bird
blue_bird
PIGS
<<interface>> pigs
Helmet_pig
pigs_schema
king_pig
old_pig
small_pig
loadingPage
lostLevel
completedLevel
Settings_Page
Unlocked_birds
Pause
Menu_Page
catapult
saveandQuit
buttons
Quit
Main