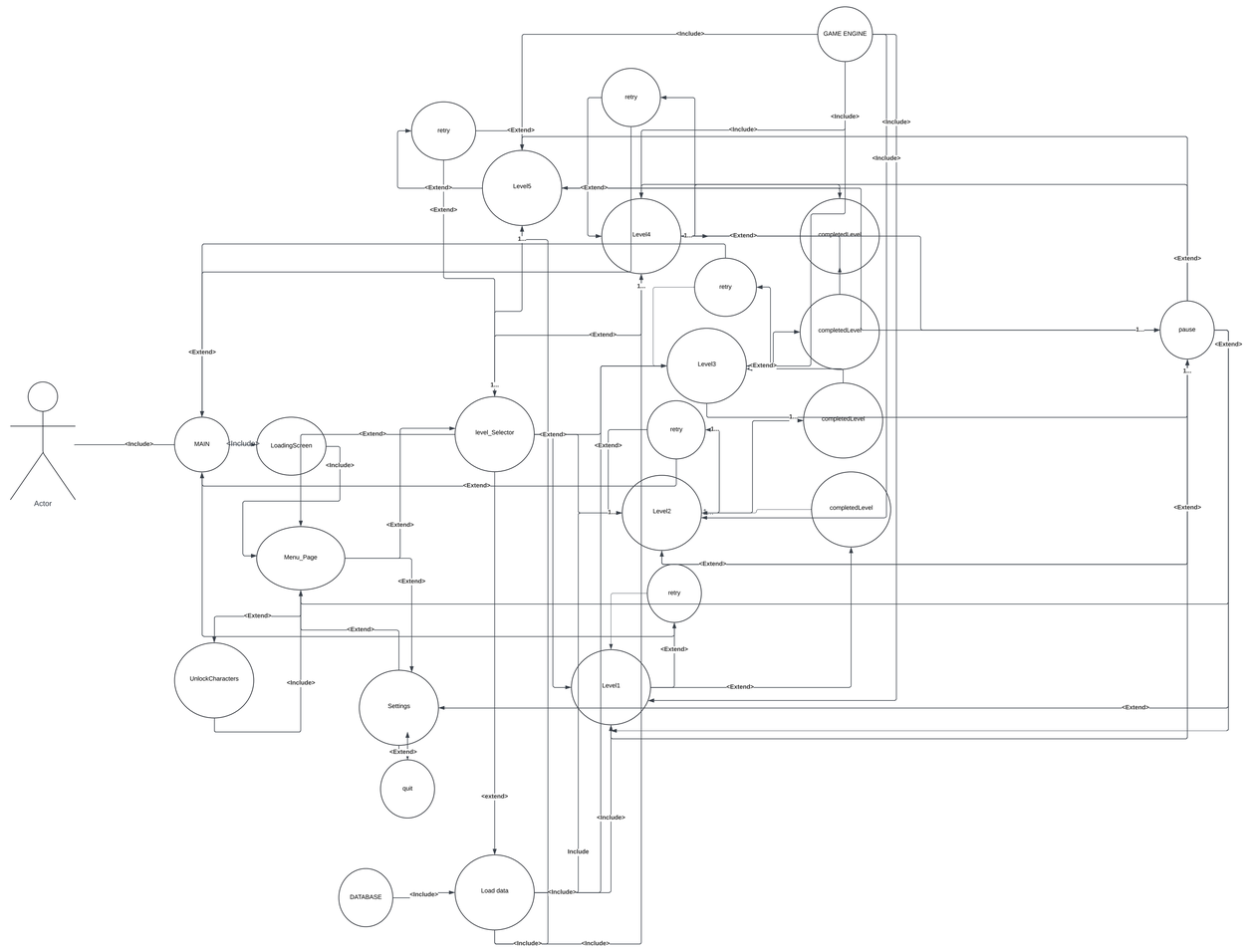
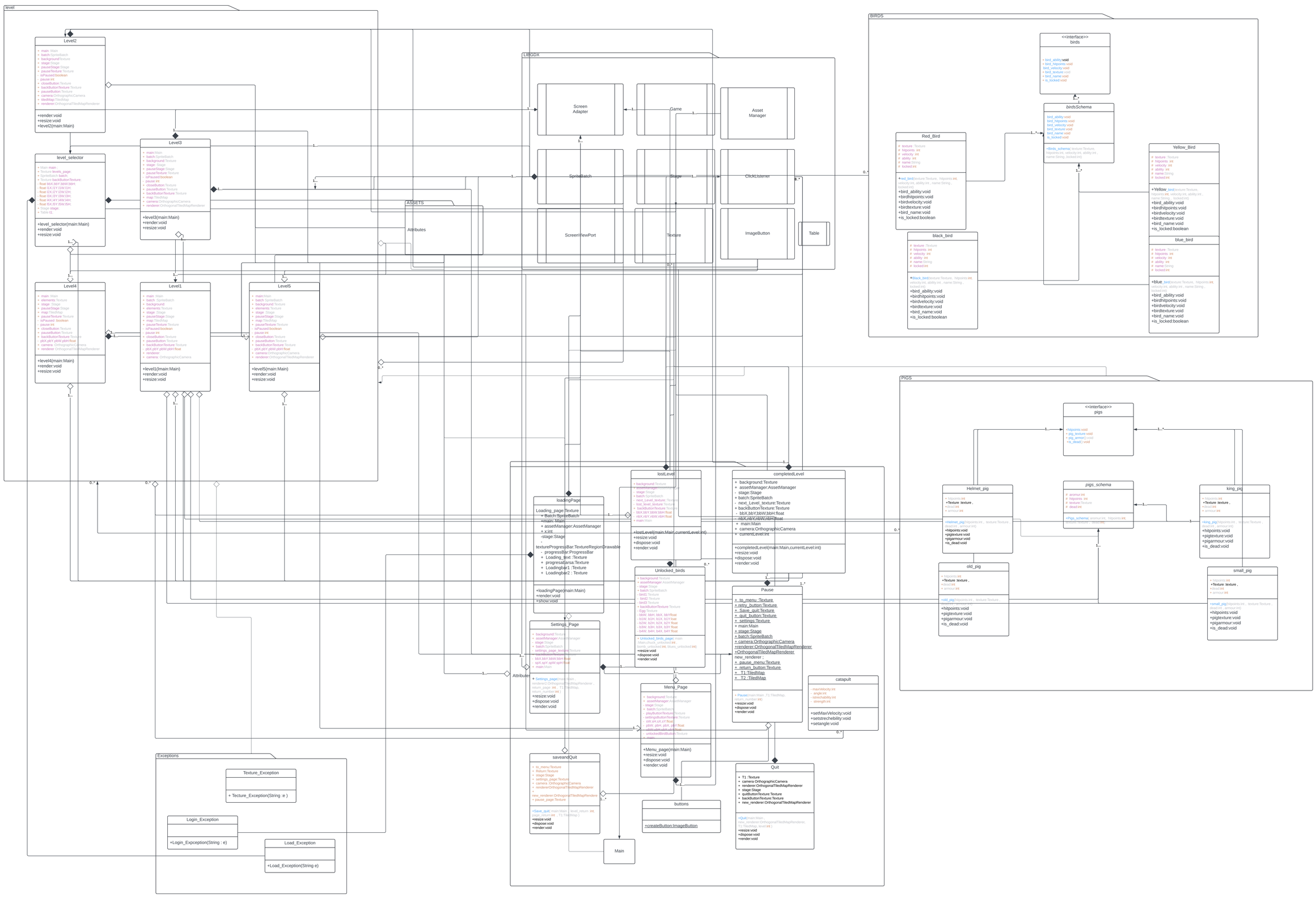

GAME ENGINE
retry
retry
Level5
Level4
completedLevel
retry
completedLevel
pause
Level3
retry
completedLevel
Actor
MAIN
LoadingScreen
level_Selector
Level2
completedLevel
Menu_Page
retry
UnlockCharacters
Settings
Level1
quit
DATABASE
Load data
Include
<Include>
<Extend>
<extend>


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
lostLevel
completedLevel
loadingPage
Unlocked_birds
Pause
Settings_Page
Menu_Page
catapult
saveandQuit
Quit
buttons
Main
Exceptions
Texture_Exception
Login_Exception
Load_Exception