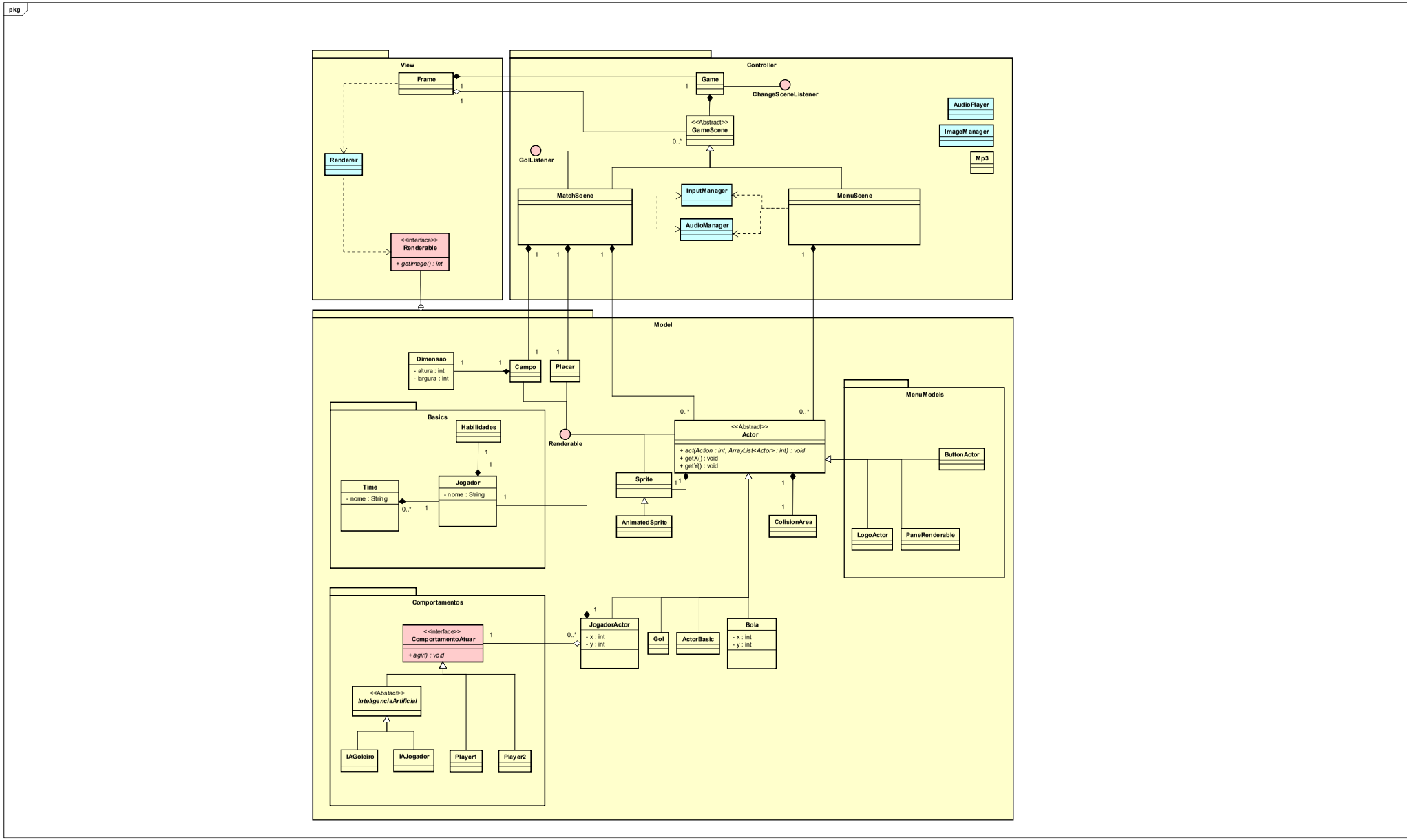
pkg
View
Frame
Renderer
<<interface>>
Renderable
+ getImage() : int
Controller
Game
ChangeSceneListener
<<Abstract>>
GameScene
GolListener
MatchScene
InputManager
AudioManager
MenuScene
AudioPlayer
ImageManager
Mp3
Model
Dimensao
- altura : int
- largura : int
Campo
Placar
Basics
Habilidades
Time
- nome : String
Jogador
- nome : String
Renderable
<<Abstract>>
Actor
+ act(Action : int, ArrayList<Actor> : int) : void
+ getX() : void
+ getY() : void
Sprite
AnimatedSprite
ColisionArea
MenuModels
ButtonActor
LogoActor
PaneRenderable
Comportamentos
<<interface>>
ComportamentoAtuar
+ agir() : void
<<Abstact>>
IntelligenciaArtificial
IAGoleiro
IAJogador
Player1
Player2
JogadorActor
- x : int
- y : int
Gol
ActorBasic
Bola
- x : int
- y : int