



MessageCallback
+ send(String): void

ConsoleColors
+ RESET: String
+ RED: String
+ GREEN: String
+ BLUE: String
+ PURPLE: String
+ CYAN: String

GameManager
+ messageCallback: MessageCallback
+ gameBoard: GameBoard
+ enemies: List<Enemy>
+ tickCount: int
+ unitsController: UnitsController
+ levelsFiles: List<File>
+ listTurn: List<Unit>
+ start(String): void
+ startLevel(): void
+ printBoard(): void
+ loadGame(File): void
+ putOutInstructions(): void
+ getPlayer(): void
+ choosePlayer(): String
+ getNameOfChosenPlayer(char): String
+ ListOfAllMaps(String): void

Range
range: double

InputController
+ inputCache(): char

GameBoard
+ player: Player
+ board: String[][]
+ enemies: List<Enemy>
+ height: int
+ width: int
+ walls: List<Wall>
+ emptys: List<Empty>
+ buildLevelBoard(File): void
+ buildArray(): void
+ getTile(int,int): Tile
+ toString(): String
- boardToString(): String

UnitsController
+ Players: Map<String,List<Player>>
+ Enemies: Map<String,Enemy>
+ buildUnit(String): void
- createUnit(String[]): void