Spielfeld

goal_pattern: int[]game_map: int[][]first_time_mouse_clicked: boolean = trueclicked_cell: int[]

+ get_game_map(y: int, x: int): int + get_goal_pattern(i: int): int C: Spielfeld()

UIOfGameLogic

colors: char[][]game_logic: Spielfeld

C: UIOfGameLogic()
+ showPattern(): void
+ showCells(clicked_cell_y: int, clicked_cell_x: int): void
+ showClicked_cell(cell_y: int, cell_x: int): void
+ showMovableSpaces(clicked_cell_y: int, clicked_cell_x: int): void
+ animationGameWon(i: int): void

Ziffernspiel

+ game: UIOfGameLogic+ new_game_button: Button+ first_iteration_won_time: long+ first_iteration_won: boolean

+ updateGame(): void + setup(): void + draw(): void

Button

name_tag: String = "Button"rect_data: int[]

+ createButton(): void
+ getClicked(): boolean
C: Button(_name_tag: String, pos_x: int, pos_y: int, size_x: int, size_y: int, roundness: int)