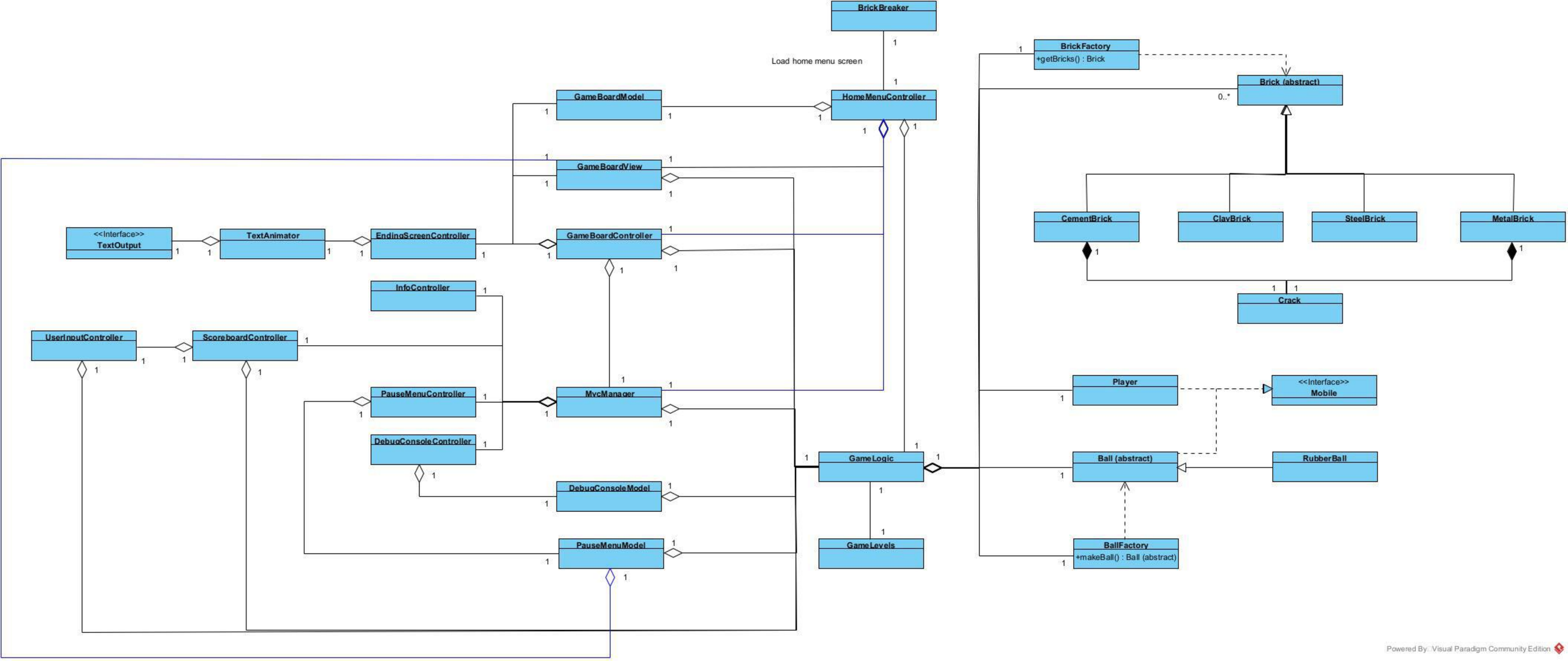
BrickBreaker
Load home menu screen
HomeMenuController
GameBoardModel
GameBoardView
GameBoardController
<<Interface>>
TextOutput
TextAnimator
EndingScreenController
InfoController
UserInputController
ScoreboardController
PauseMenuController
MvcManager
DebugConsoleController
DebugConsoleModel
PauseMenuModel
GameLogic
GameLevels
BrickFactory
+getBricks() : Brick
Brick (abstract)
0..*
CementBrick
ClayBrick
SteelBrick
MetalBrick
Crack
Player
<<Interface>>
Mobile
Ball (abstract)
RubberBall
BallFactory
+makeBall() : Ball (abstract)
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