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| **Game** |
| * High * Width * Background * Charakter * Obstacles * Points * Live Points * Game Status * Soundeffect |
| + start()  + pause()  + resume()  + end()  + update()  + render()  + checkCollision()  + addScore()  + loseLife()  + playSound() |

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| **Obstacles** |
| * position.x * position.y * Design * Velocity * Height * Width |
| + move()  + build() (render)  + Dissapear()  + changeSize/typ() |

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| **Charakter** |
| * position.x * position.y * velocity * Design( Picture) * Life * Points * CollisionStatus |
| + fly()  + fall()  + getPoints()  + loseLife()  + move()  + proofCollision() |