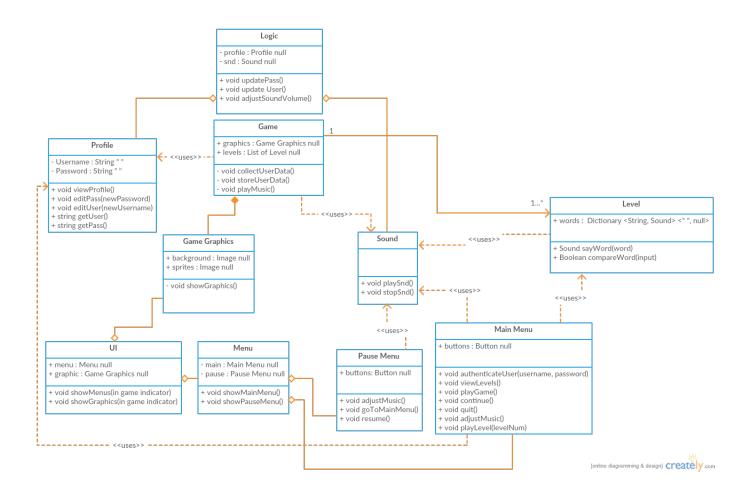
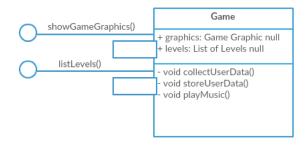
1. Elaborated design classes

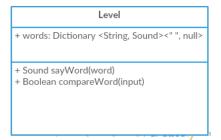


2 Elaborated Component Diagram

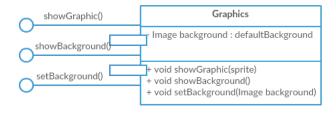
2.1 Game





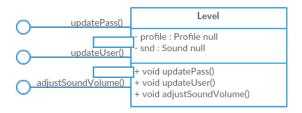


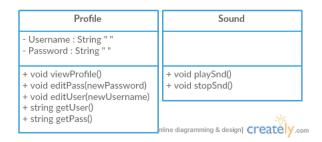
2.2 Graphics



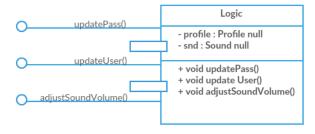


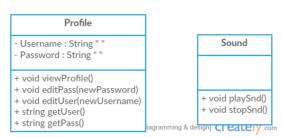
2.3 Level



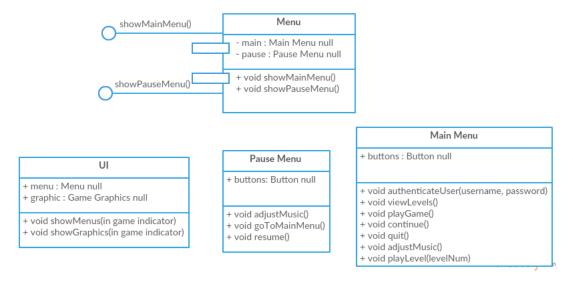


2.4 Logic

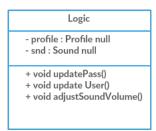


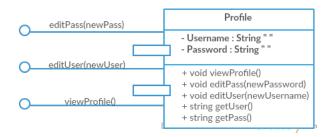


2.5 Menu

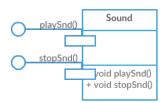


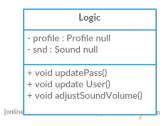
2.6 Profile



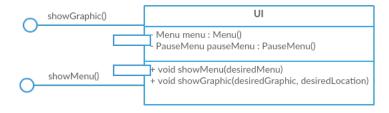


2.7 Sound





2.8 UI



UI	Menu	Pause Menu	Main Menu
+ menu : Menu null + graphic : Game Graphics null	- main : Main Menu null - pause : Pause Menu null	+ buttons: Button null	+ buttons : Button null
+ void showMenus(in game indicator) + void showGraphics(in game indicator)	+ void showMainMenu() + void showPauseMenu()	+ void adjustMusic() + void goToMainMenu() + void resume()	+ void authenticateUser(username, password) + void viewLevels() + void playGame() + void continue() + void quit() + void adjustMusic() + void playLevel(levelNum)