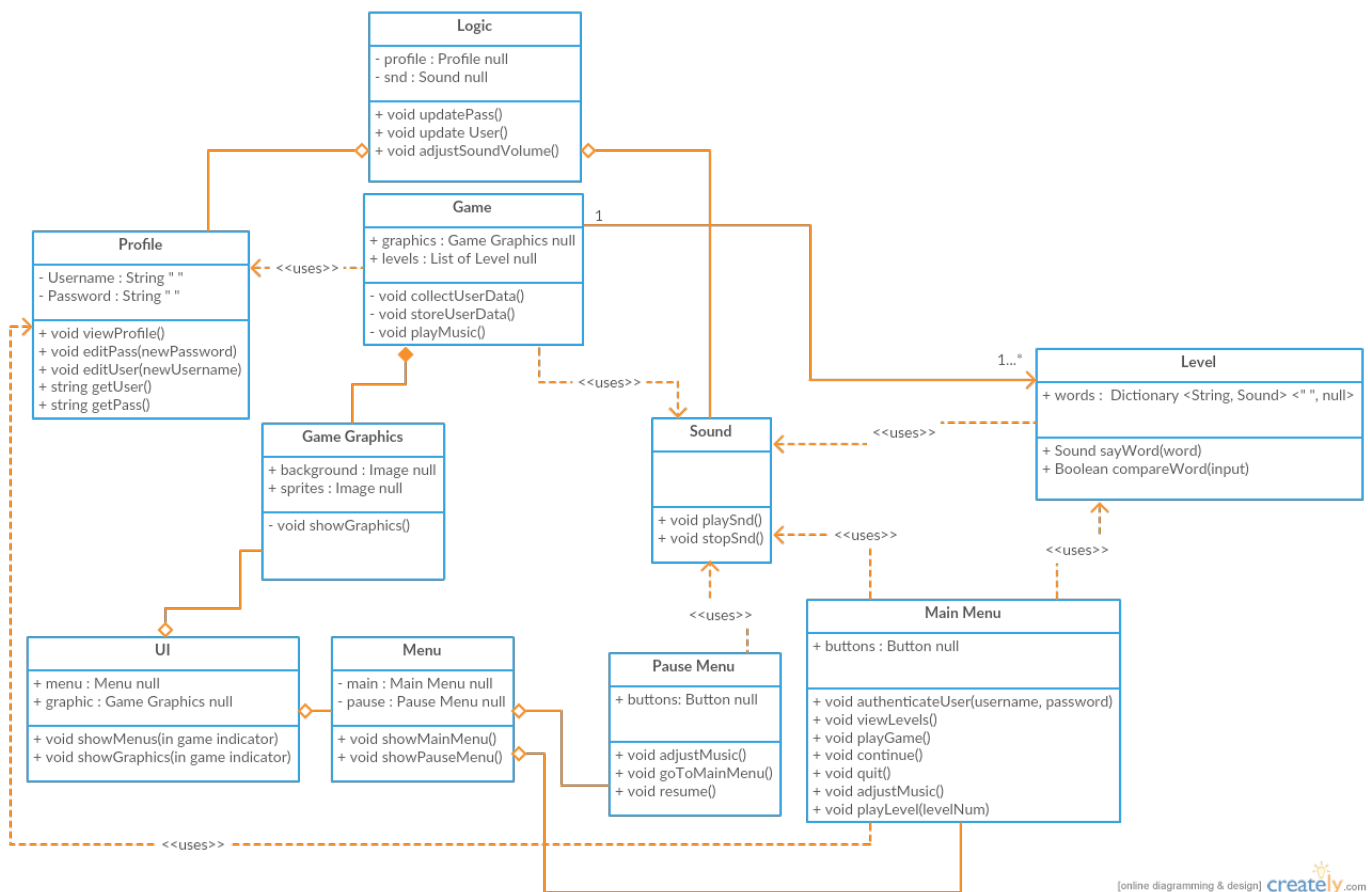
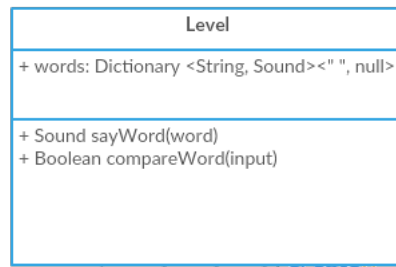
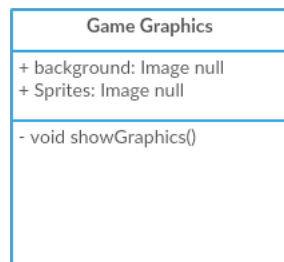
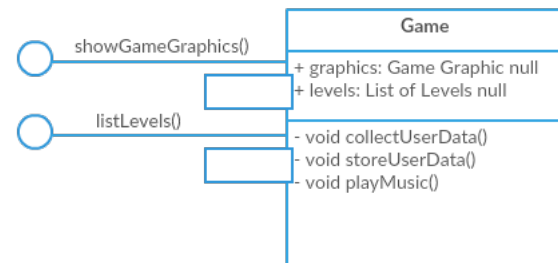


1. Elaborated design classes

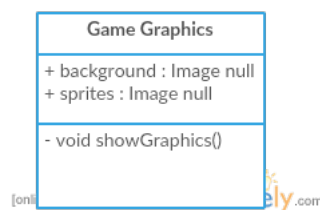
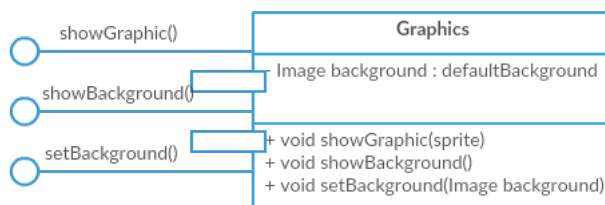


2 Elaborated Component Diagram

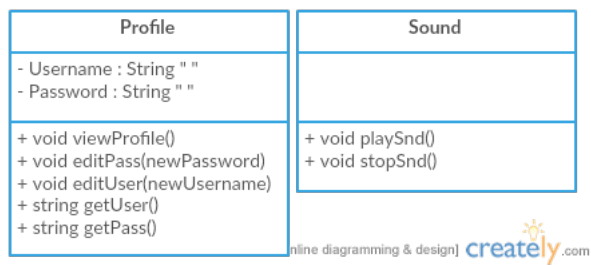
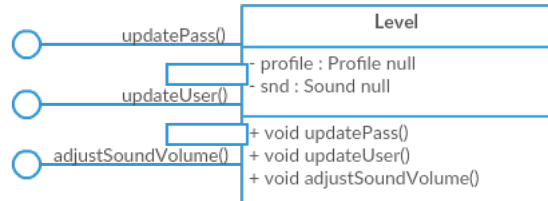
2.1 Game



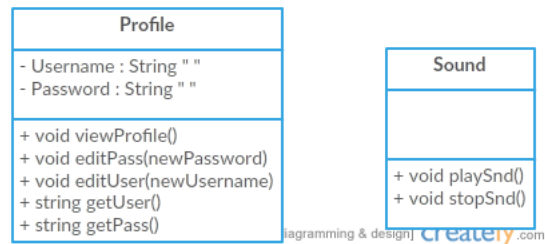
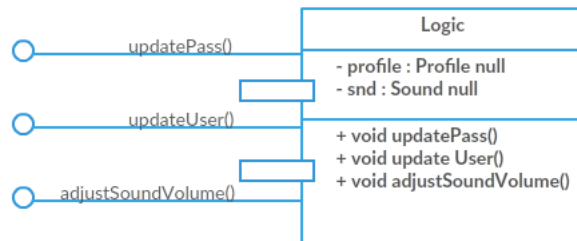
2.2 Graphics



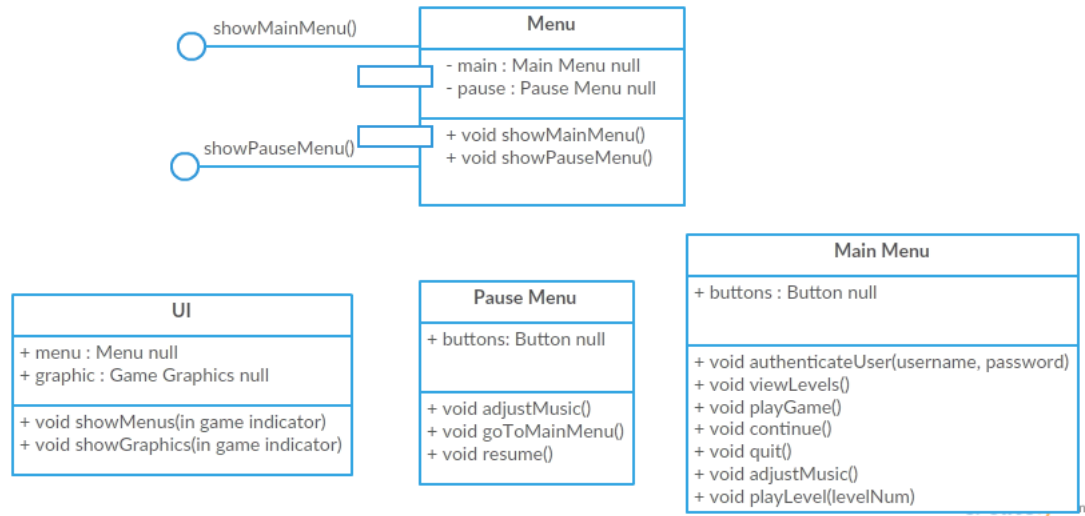
2.3 Level



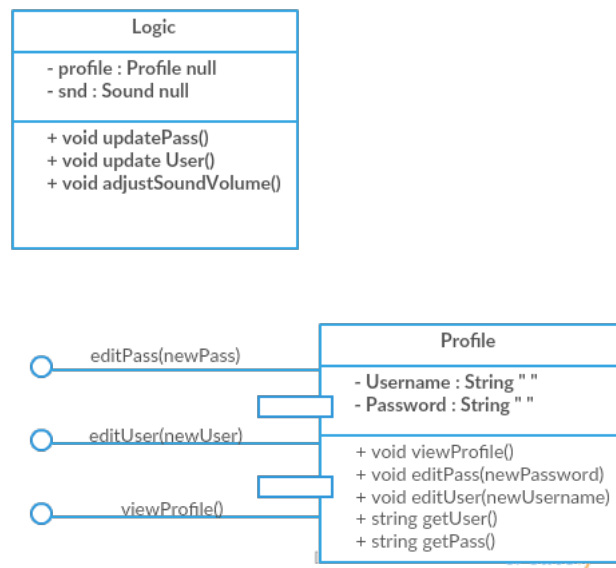
2.4 Logic



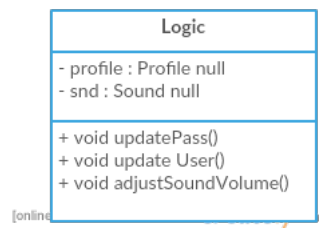
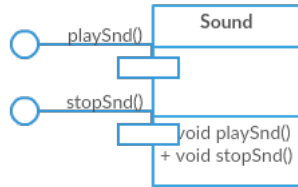
2.5 Menu



2.6 Profile



2.7 Sound



2.8 UI

