Abstract Factory Class Diagram

Ke Yu | June 2, 2019 <<interface>> Factory createPlayer (Position, String, String):Player createTile (BufferedImage, Position):Tile createSkillVisitor (Player player):PlayerVisitor FactoryAdaptor createPlayer (Position, String, String):Player createTile (BufferedImage, Position):Tile PlayerFactory TileFactory createTile (BufferedImage, Position,int,int):Tile createPlayer (Position, String, String):Player createTile (BufferedImage , Tile , int) <<create>> <<create>> Player Tile GameControl TileManager