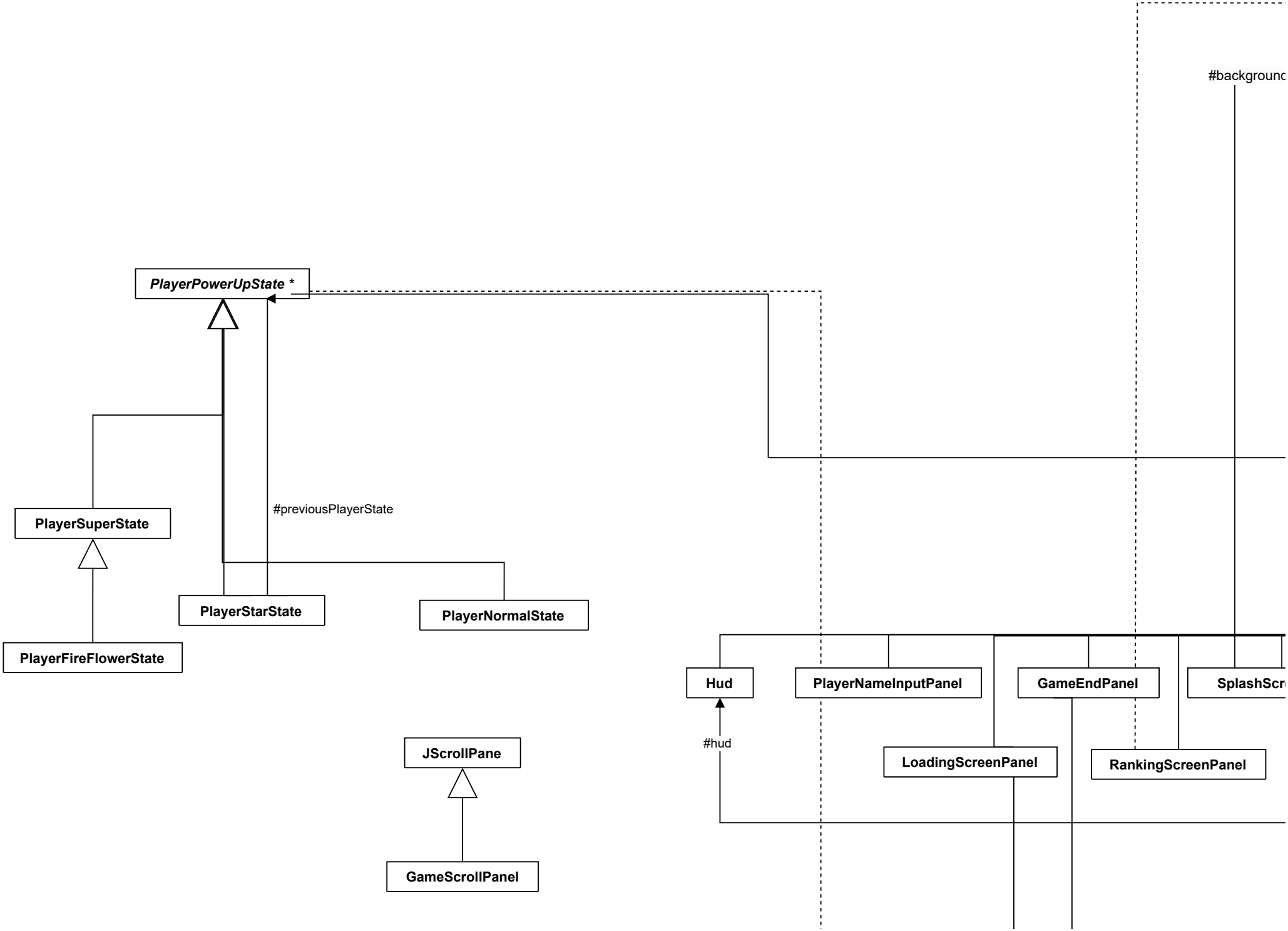
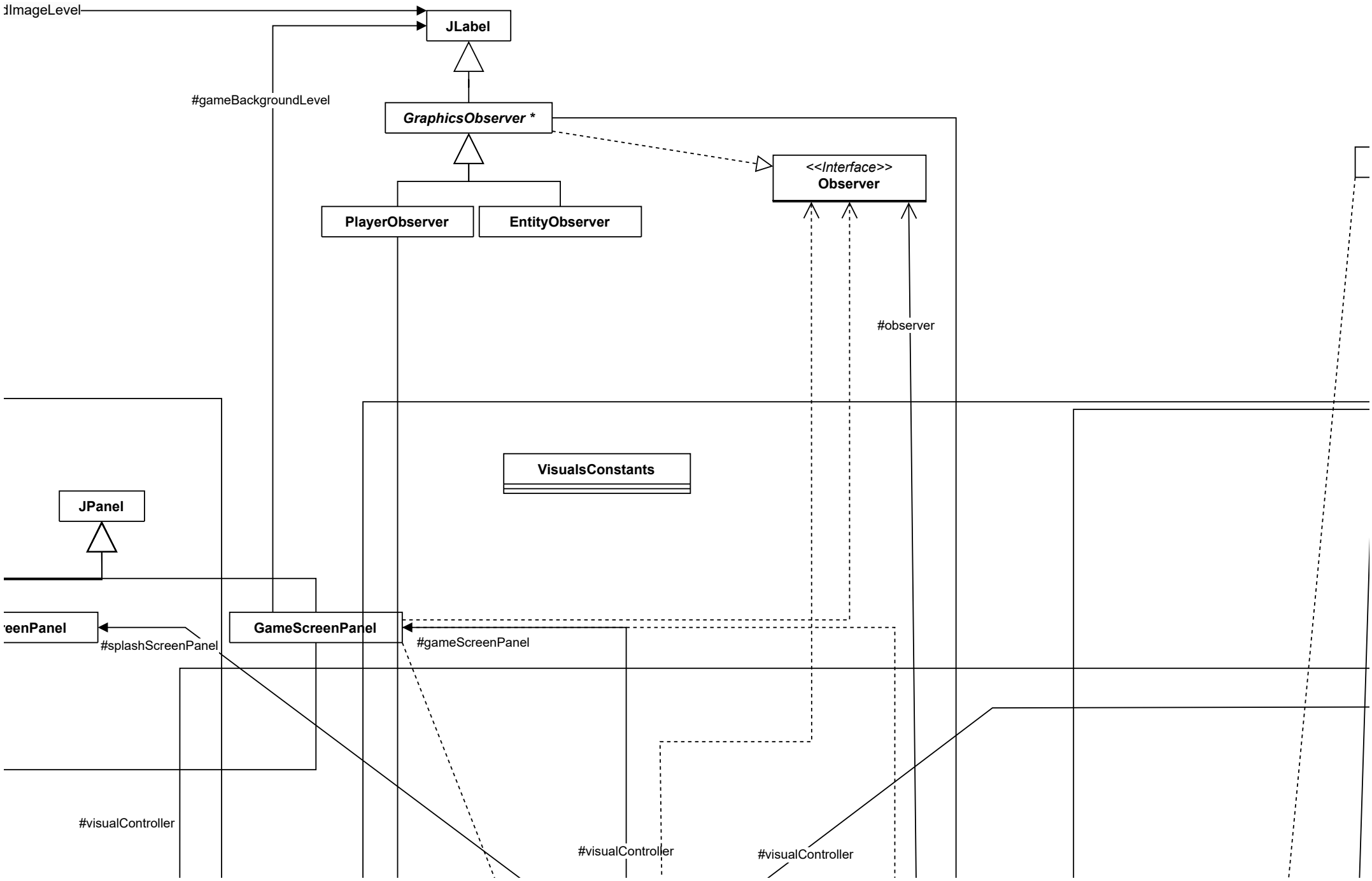
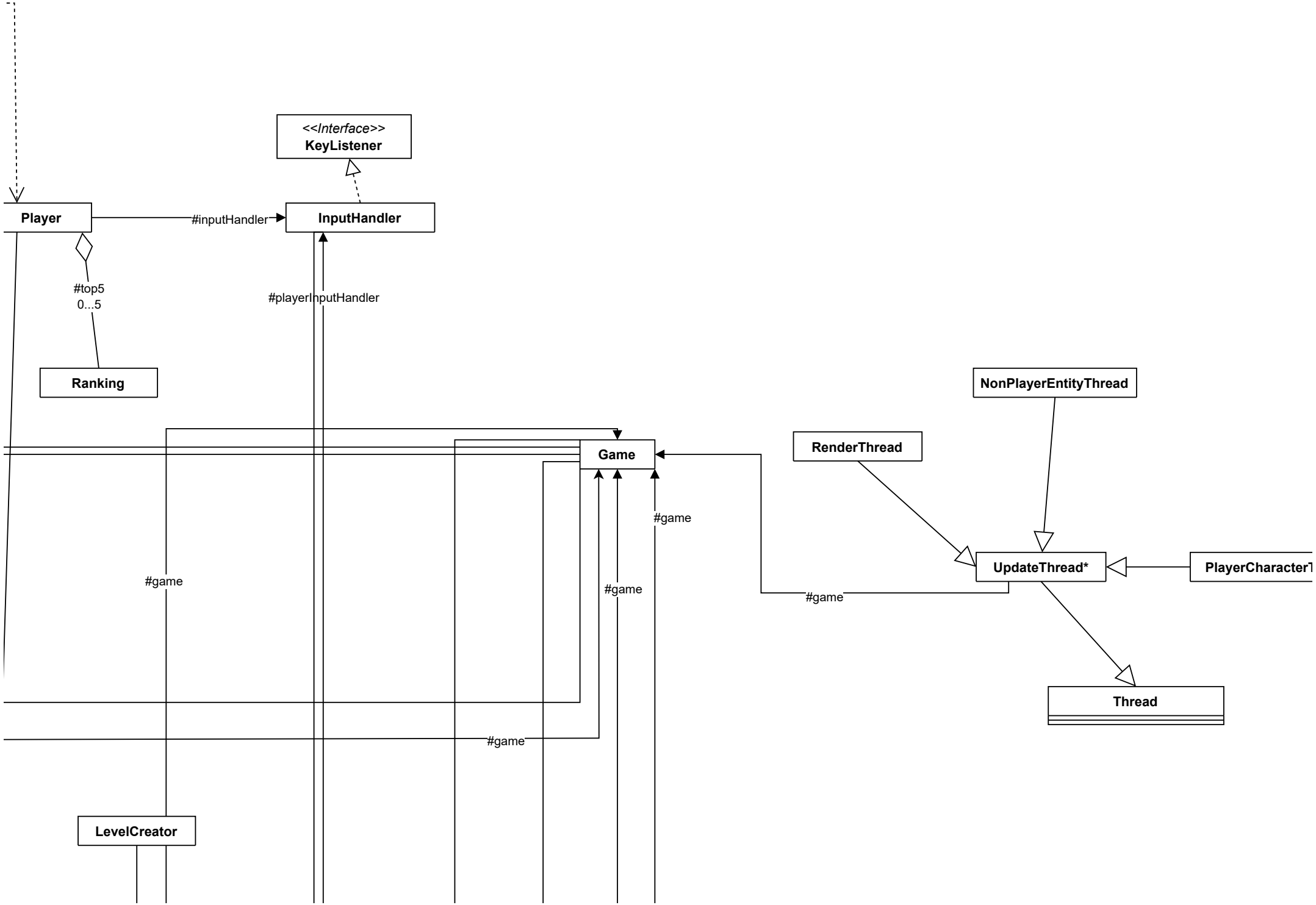
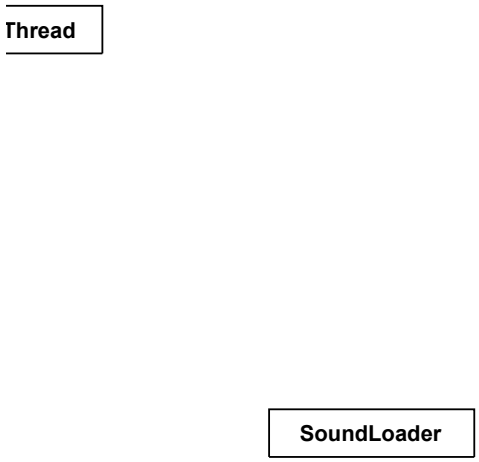
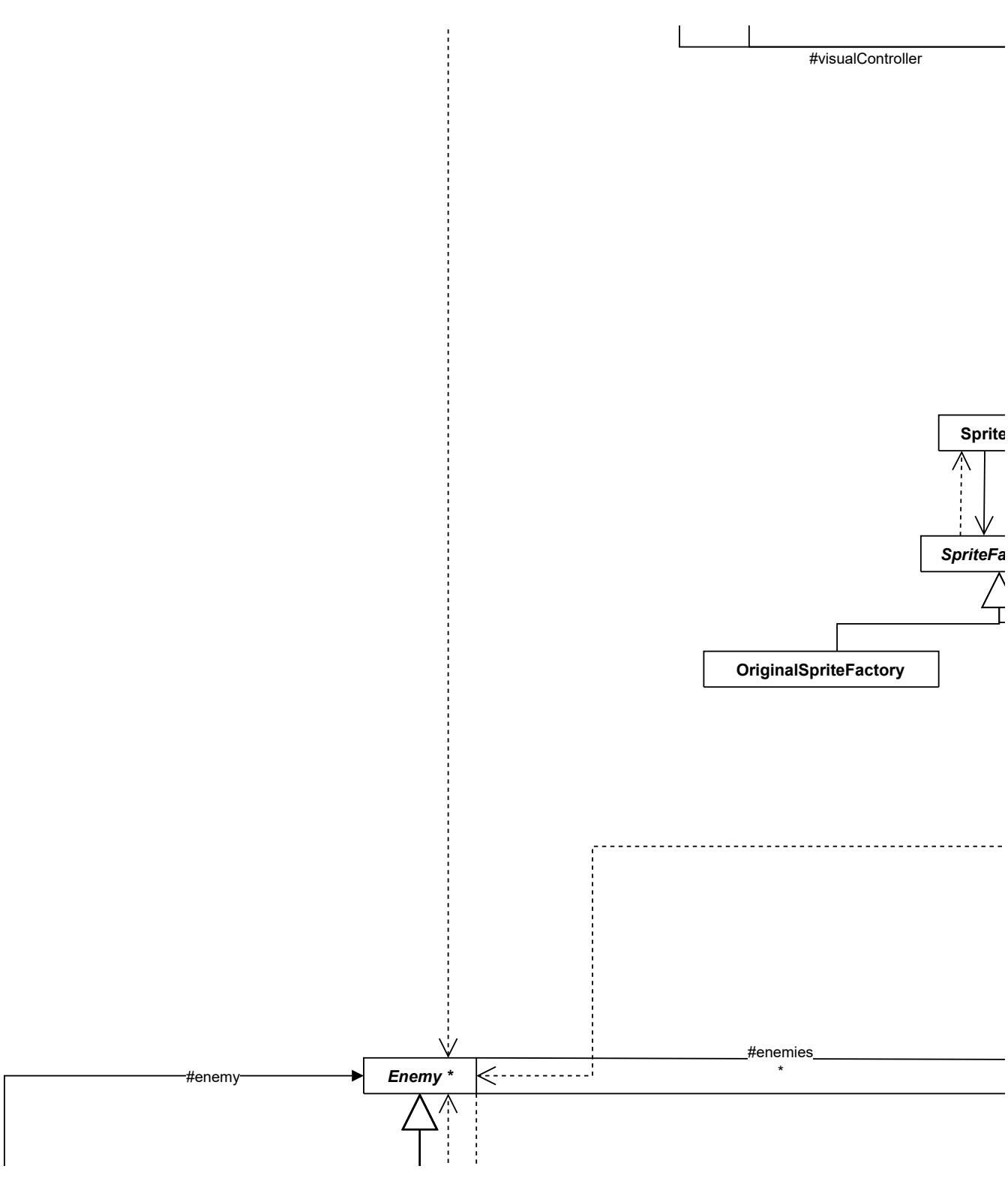
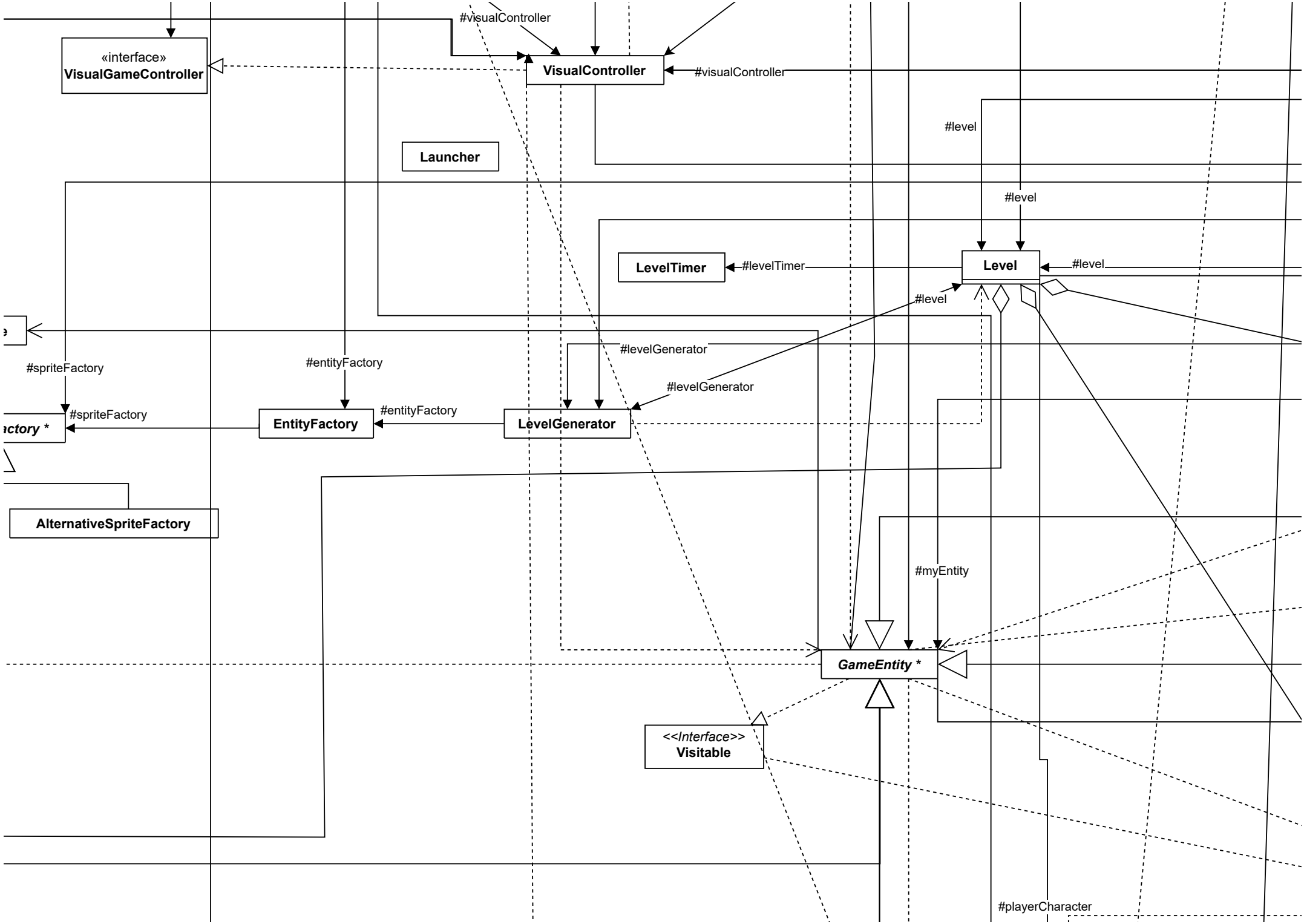

#backgrounc
PlayerPowerUpState *
#previousPlayerState
PlayerSuperState
PlayerStarState
PlayerNormalState
PlayerFireFlowerState
Hud
PlayerNameInputPanel
GameEndPanel
SplashScr
#hud
LoadingScreenPanel
RankingScreenPanel
JScrollPane
GameScrollPanel

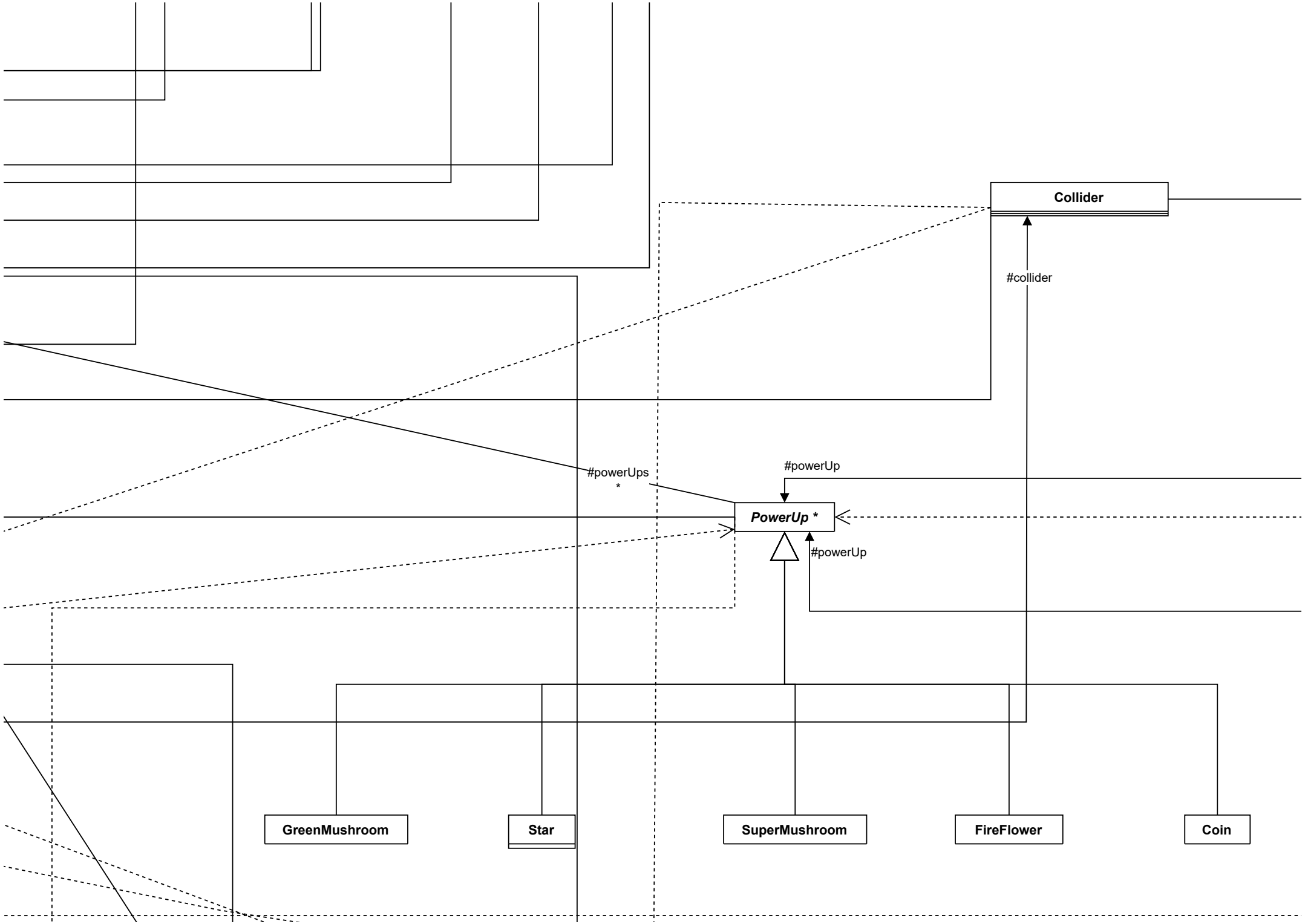

dImageLevel
JLabel
#gameBackgroundLevel
GraphicsObserver *
<<Interface>>
Observer
PlayerObserver
EntityObserver
#observer
VisualsConstants
JPanel
eenPanel
GameScreenPanel
#splashScreenPanel
#gameScreenPanel
#visualController
#visualController
#visualController

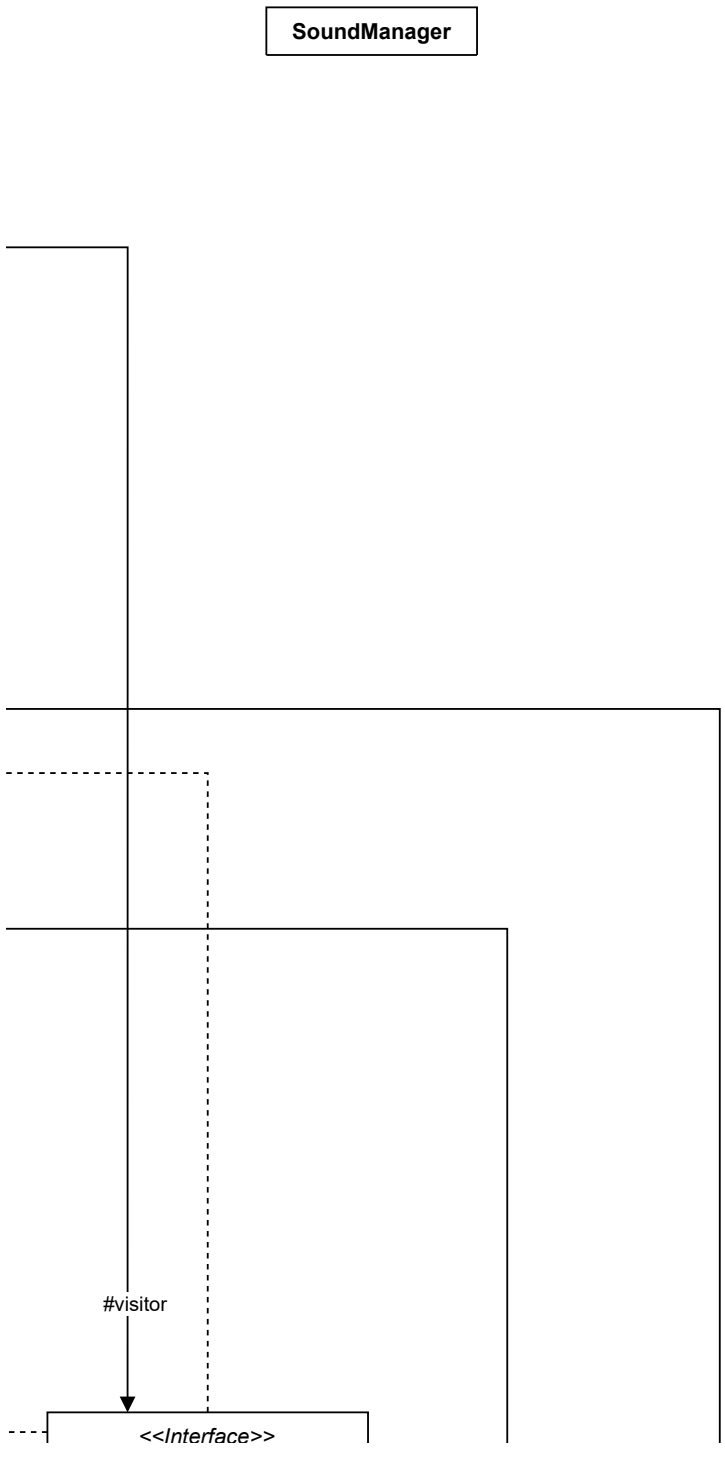

<<Interface>>
KeyListener
Player
#inputHandler
InputHandler
#top5
0...5
#playerInputHandler
Ranking
NonPlayerEntityThread
RenderThread
Game
#game
#game
#game
#game
UpdateThread*
PlayerCharacterT
Thread
LevelCreator

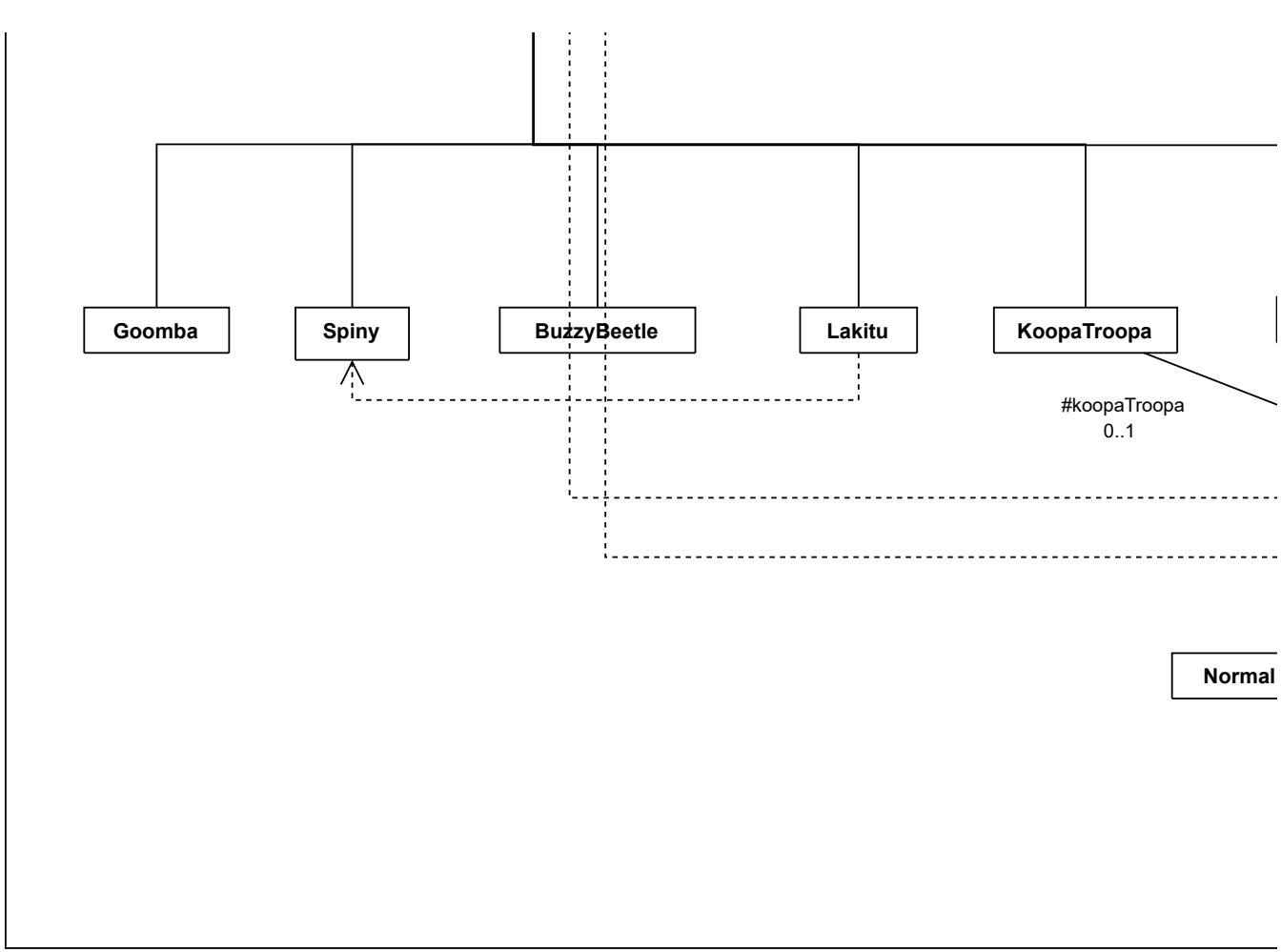

Thread
SoundLoader

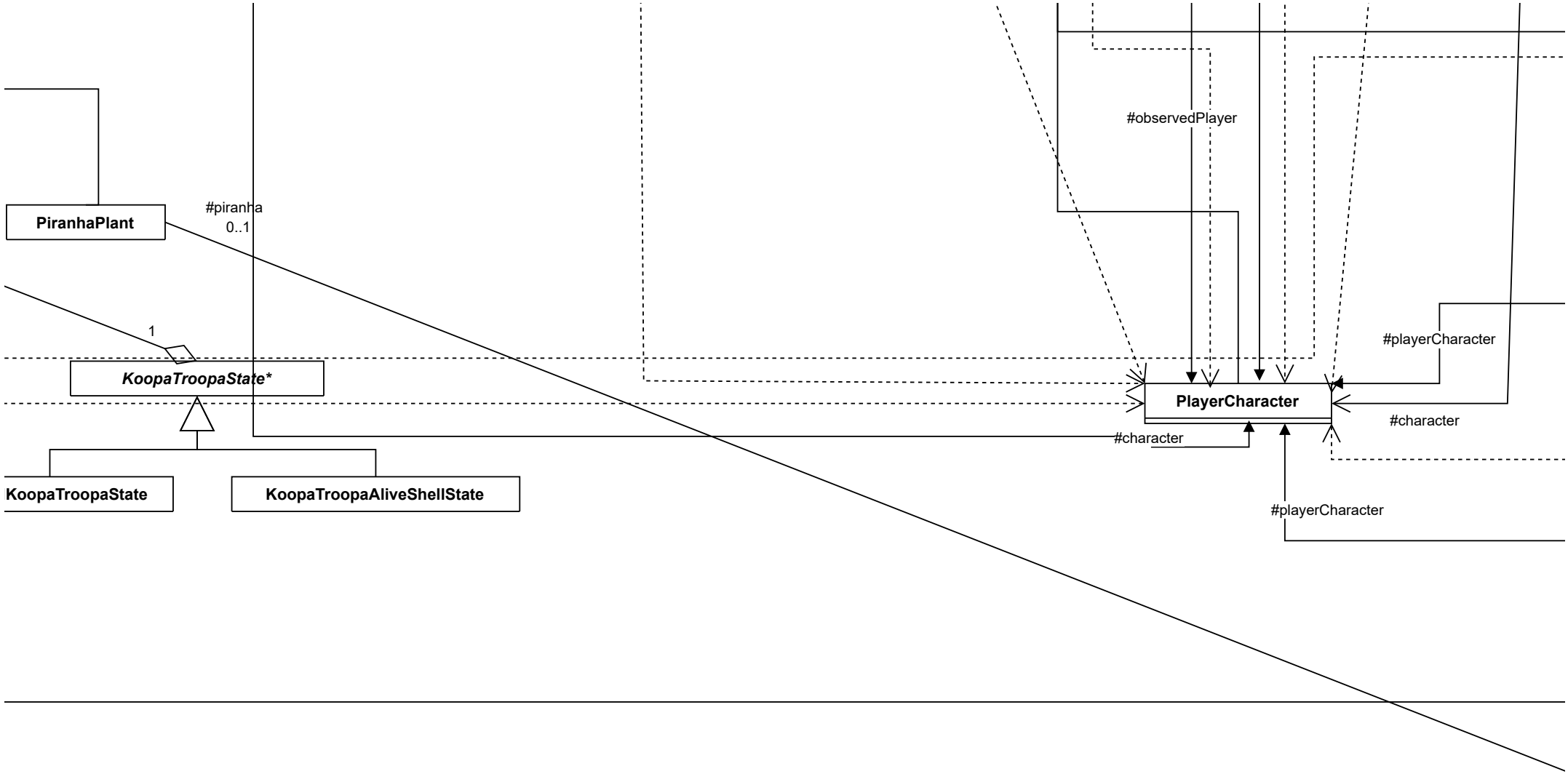

#visualController
Sprite
SpriteFa
OriginalSpriteFactory
#enemies
*
#enemy
Enemy *

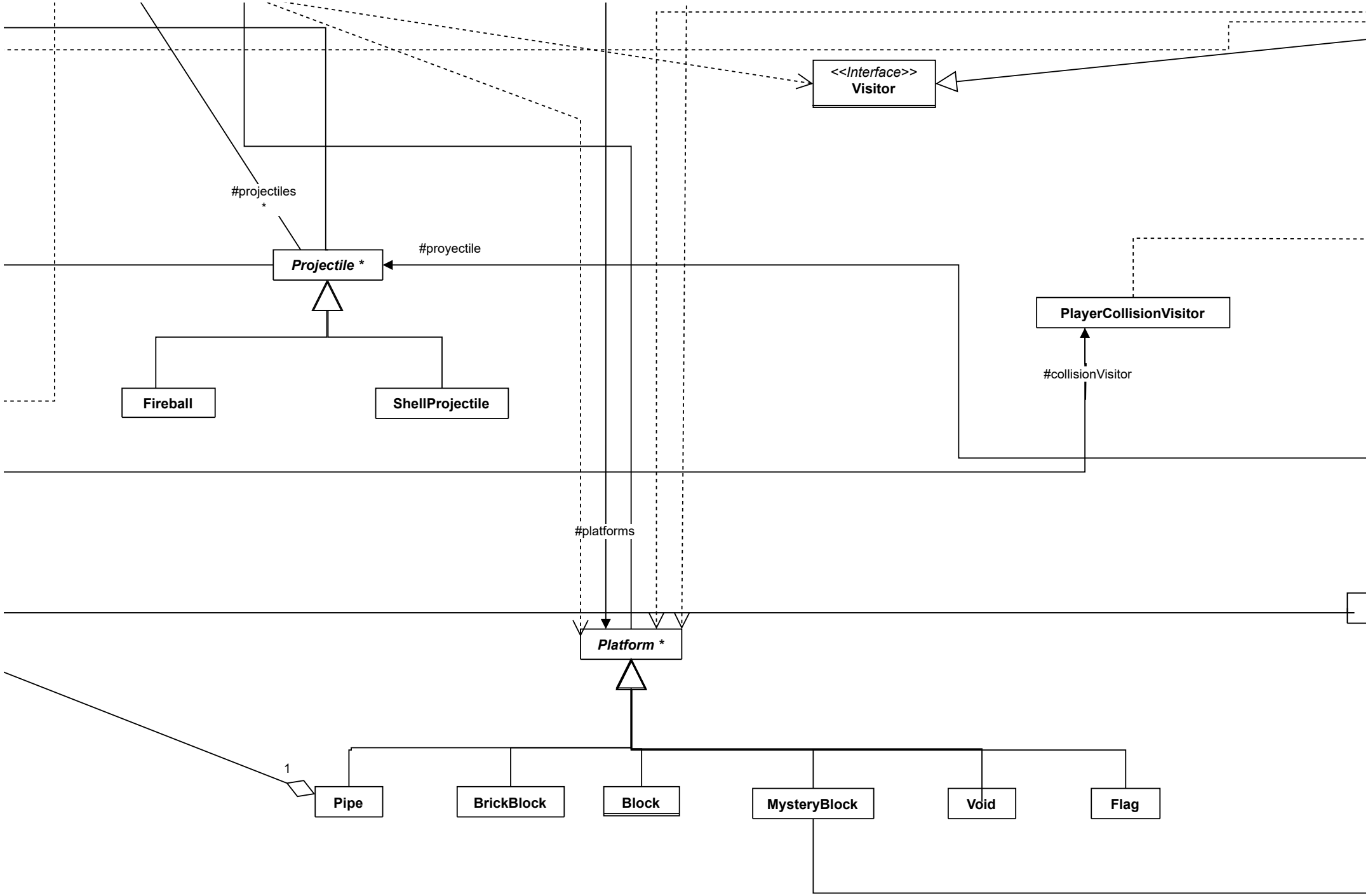

«interface»
VisualGameController
#visualController
VisualController
#visualController
Launcher
#level
#level
LevelTimer
#levelTimer
Level
#level
#level
#levelGenerator
#levelGenerator
#spriteFactory
#entityFactory
#spriteFactory
#entityFactory
EntityFactory
LevelGenerator
AlternativeSpriteFactory
#myEntity
GameEntity *
<<Interface>>
Visitable
#playerCharacter

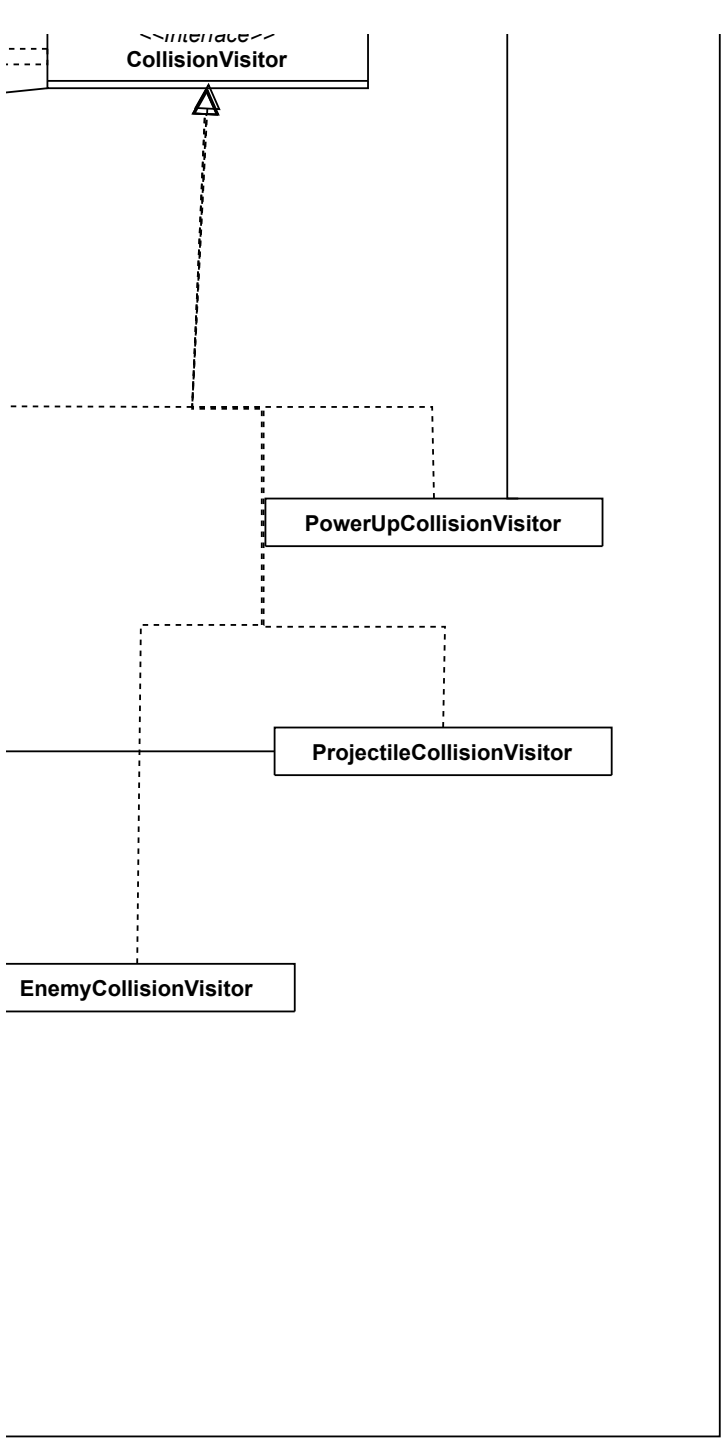

Collider
#collider
#powerUps
*
#powerUp
PowerUp *
#powerUp
GreenMushroom
Star
SuperMushroom
FireFlower
Coin


SoundManager
#visitor
<<Interface>>


Goomba
Spiny
BuzzyBeetle
Lakitu
KoopaTroopa
#koopaTroopa
0..1
Normal


#observedPlayer
PiranhaPlant
#piranha
0..1
1
KoopaTroopaState*
PlayerCharacter
#playerCharacter
#character
#character
KoopaTroopaState
KoopaTroopaAliveShellState
#playerCharacter


<<Interface>>
Visitor
#projectiles
*
#proyectile
Projectile *
PlayerCollisionVisitor
#collisionVisitor
Fireball
ShellProjectile
#platforms
Platform *
1
Pipe
BrickBlock
Block
MysteryBlock
Void
Flag


«Interface»
CollisionVisitor
PowerUpCollisionVisitor
ProjectileCollisionVisitor
EnemyCollisionVisitor