

Abstract	
ARepairable	
Repairable	
<ul style="list-style-type: none"> • Assign Event • Repair Sector 	<ul style="list-style-type: none"> • RandomEvent

Repairable	
ARepairable Sector	
<ul style="list-style-type: none"> • Repair Sector • Assign Event 	<ul style="list-style-type: none"> • Sector • RandomEvent

Sector	
Repairable	
<ul style="list-style-type: none"> • Contains Tram • Contains Stop 	<ul style="list-style-type: none"> • Stop • Tram • GameState • Tramline • ResourceHandler

GameState	
<ul style="list-style-type: none"> • Contains current simulation data 	<ul style="list-style-type: none"> • Simulation • Statiscitics • Tram • RandomeEvent • Tramline • Sector • Stop

Passenger	
<ul style="list-style-type: none"> • Choose final Stop • Set start Stop 	<ul style="list-style-type: none"> • Tram • Simulation • Tramline • Stop

Presimulation	
<ul style="list-style-type: none"> • Set RandomEvents, Sectors, Tarmlines, Stops based on JSON files • Spawn Trams 	<ul style="list-style-type: none"> • Simulation • ResourceHandler • Tram

RandomEvent	
<ul style="list-style-type: none"> • Is assigned to a Sector, and blocks Trams 	<ul style="list-style-type: none"> • ResourceHandler • Sector • GameState • Simulation

ResourceHandler	
<ul style="list-style-type: none"> • Load data from JSONFiles 	<ul style="list-style-type: none"> • Presimulation • Tram • RandomEvent • Tramline • Sector • Stop

Simulation

- Manage simulation
- Spawn Events and Passengers
- Force Trams to move

- Passenger
- RandomEvent
- GameState
- Presimulation
- Statistics
- Tram

Statistics

- Gather simulation data
- Show gathered data when simulation ends

- Simulation
- GameState
- Tram

Stop

- Assign to Sector
- Contains Passengers

- Passenger
- GameState
- Sector

Tram

- Move according to Tramline
- Load and Leave Passengers

- Tramline
- GameState
- Passenger
- Sector
- Simulation

Tramline

- Contains list of sectors
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- Tram
- ResourceHandler
- Passenger
- GameState