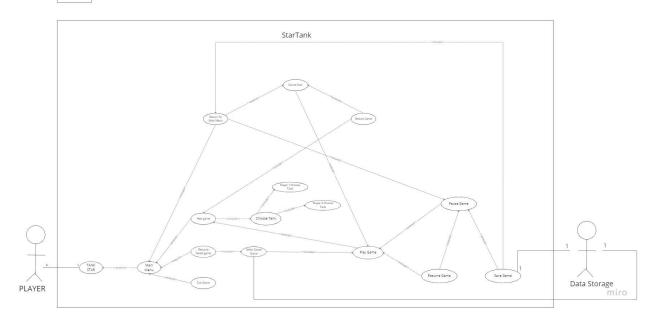
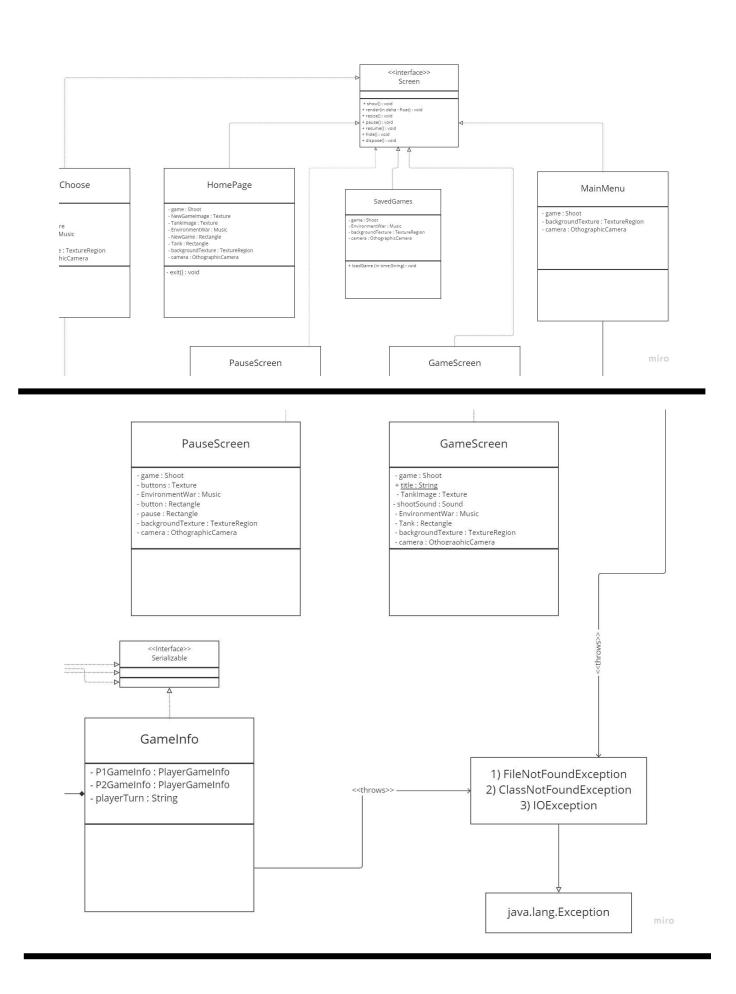


USE CASE DIAGRAM



## Zoomed view (Class diagram): Player TankChoose - name : String - game : Shoot - player : String - TankImage : Texture - EnvironmentWar : Music - TankR : Rectangle info : PlayerGameInfo Game + getInfo() : void + shoot(in power : Int, in gameInfo : GameInfo) : void + goForward() : void + goBackward() : void + angleUp() : void + angleDown() : void + pauseGame() : void - backgroundTexture : TextureRegion - camera : OthographicCamera Shoot + batch : SpriteBatch + font : BitmapFont + create() : void + render() : void + dispose() : void PlayerGameInfo - health : float - tank : Tank PauseScreen create() : void render() : void dispose() : void PlayerGameInfo game : Shoot - buttons : Texture - EnvironmentWar : Music - button : Rectangle - pause : Rectangle - backgroundFexture : TextureRegion - camera : OthographicCamera - health : float - tank : Tank <<interface>> Serializable Weapon Tank GameInfo - name : String - exactDamage : float - name : String - fuel : float - fuel : float - positionX : int - positionY : int - angle : int - weapon : Weapon P1GameInfo : PlayerGameInfo - P2GameInfo : PlayerGameInfo - playerTurn : String + moveForward() : void + moveBackward() : void + angleUp() : void + angleDown() : void + changeWeapon(in weapon : Weapon) : void miro



## Zoomed view (Use case diagram):

