

Main
mainmenu
set_wall() Usermanager.show_users()

Usermanager
User current_user user_list
load_database() load_users() save_database() save_users() show_users() delete_user() switch_user() edit_user() get_current_user() exception_handler()

User
id name vorname
add_user() edit_user()

Routenmanager
Route route_list curent_route
show_route() add_route() delete_route() switch_route() get_current_route() Wallmanager.activate_hold() exception_handler()

Route
id name hold_list

Gamemanager
Usermanager.current_user
select_game() start_game() quit() save() get_current_game() exception_handler() Wallmanager.activate_hold()

Game
id, name, hold_list, time

Wallmanager
Wall Hold
test() # alle LEDs einmal an config() # erstelle Matrix, Holds und Zonen zuordnen activate_hold()

Wall
width height count_x count_y

Hold
Led Sensor id position_x position_y zone touched start end active

LED
led_id led_status
led_on(color) led_off()

Sensor
sensor_id sensor_status
listener()