QObject BitBuddy + currentSprite + thingsPurchased - id BitBuddySpriteHandler - attributes · displayLabel - creationTime - temporaryLabel - name bitBuddy - dead - bubbleLabels BitBuckGenerator bitBuckGenerator + BitBuddySpriteHandler() bitBucksGeneratedPerTime + BitBuddy() MusicService + changeSprite() Interval + BitBuddy() - musicPlayer + updatePillsPosition() UserBankAccount generationTimer + ~BitBuddy() - audioOutput + updateDrinkPosition() EventDispatcherService **TransactionService** - balance + BitBuckGenerator() + BitBuddy() currentVolume + updateTacoPosition() + UserBankAccount() + BitBuckGenerator() + MusicService() + operator=() + updateBubblePosition() + EventDispatcherService() + TransactionService() + UserBankAccount() + operator=() + BitBuddy() + operator=() + updateZZZPosition() + operator=() + operator=() + operator=() + BitBuckGenerator() + MusicService() + operator=() + handleEvent() + EventDispatcherService() + TransactionService() + UserBankAccount() + operator=() + addItemPurchased() + operator=() - displayTacoAndRemove() + getBitBucksGeneratedPerTime + operator=() + operator=() + operator=() + startMusic() + getPurchasedItems() Interval() changeSpriteSmoothly() + getInstance() + getInstance() + deposit() + stopMusic() + toJson() + setBitBucksGeneratedPerTime displayBubbles() + dispatchEvent() + payUserBitBucks() + withdraw() + setVolume() + getAttributeValue() Interval() displayZZZ() - EventDispatcherService() - TransactionService() + getBalance() + incrementAttribute() + getVolume() + pauseGeneration() setDefaultSprite() ~EventDispatcherService() ~TransactionService() + toJson() + getAgeInGameYears() + getInstance() + startGeneration() changeSpriteSmoothly() + fromJson() - MusicService() + getName() + toJson() displayDrink() + setName() - ~MusicService() + fromJson() displayPills()

+ startBitBuckGenerator()

+ getSprite()

+ fromJson()

+ onEvent()

- die()

+ setCurrentSprite()

- connectSignals()

getItemsPurchased()

+ pauseBitBuckGenerator()

checkAndUpdateSprite()

postUpdateCheck()

spriteOrganizer()

spriteOrganizer()

checkLevels()

generateBitBucks()