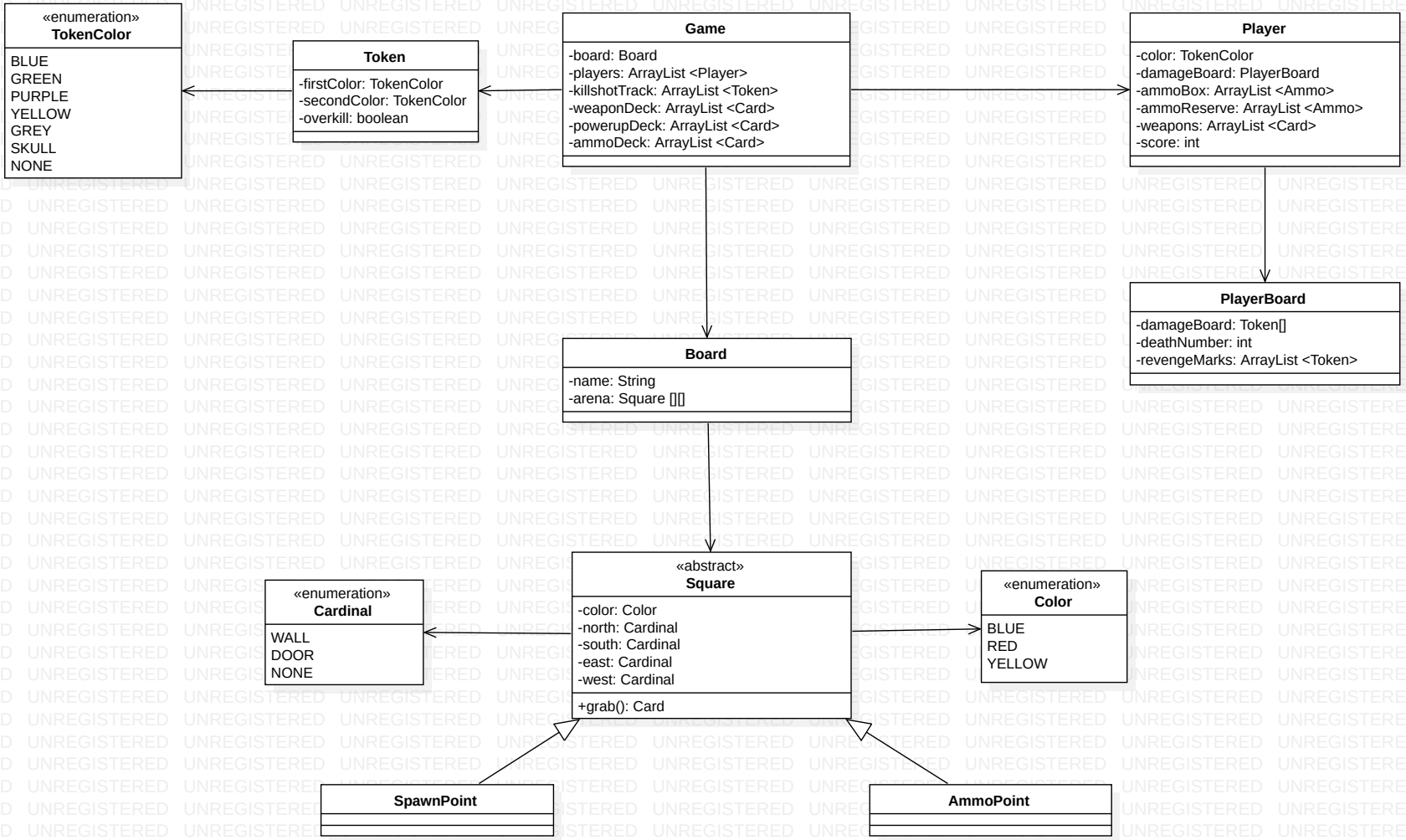
Model.Main


«enumeration»
TokenColor
BLUE
GREEN
PURPLE
YELLOW
GREY
SKULL
NONE
Token
-firstColor: TokenColor
-secondColor: TokenColor
-overkill: boolean
Game
-board: Board
-players: ArrayList <Player>
-killshotTrack: ArrayList <Token>
-weaponDeck: ArrayList <Card>
-powerupDeck: ArrayList <Card>
-ammoDeck: ArrayList <Card>
Player
-color: TokenColor
-damageBoard: PlayerBoard
-ammoBox: ArrayList <Ammo>
-ammoReserve: ArrayList <Ammo>
-weapons: ArrayList <Card>
-score: int
PlayerBoard
-damageBoard: Token[]
-deathNumber: int
-revengeMarks: ArrayList <Token>
Board
-name: String
-arena: Square [][]
«abstract»
Square
-color: Color
-north: Cardinal
-south: Cardinal
-east: Cardinal
-west: Cardinal
+grab(): Card
«enumeration»
Cardinal
WALL
DOOR
NONE
«enumeration»
Color
BLUE
RED
YELLOW
SpawnPoint
AmmoPoint