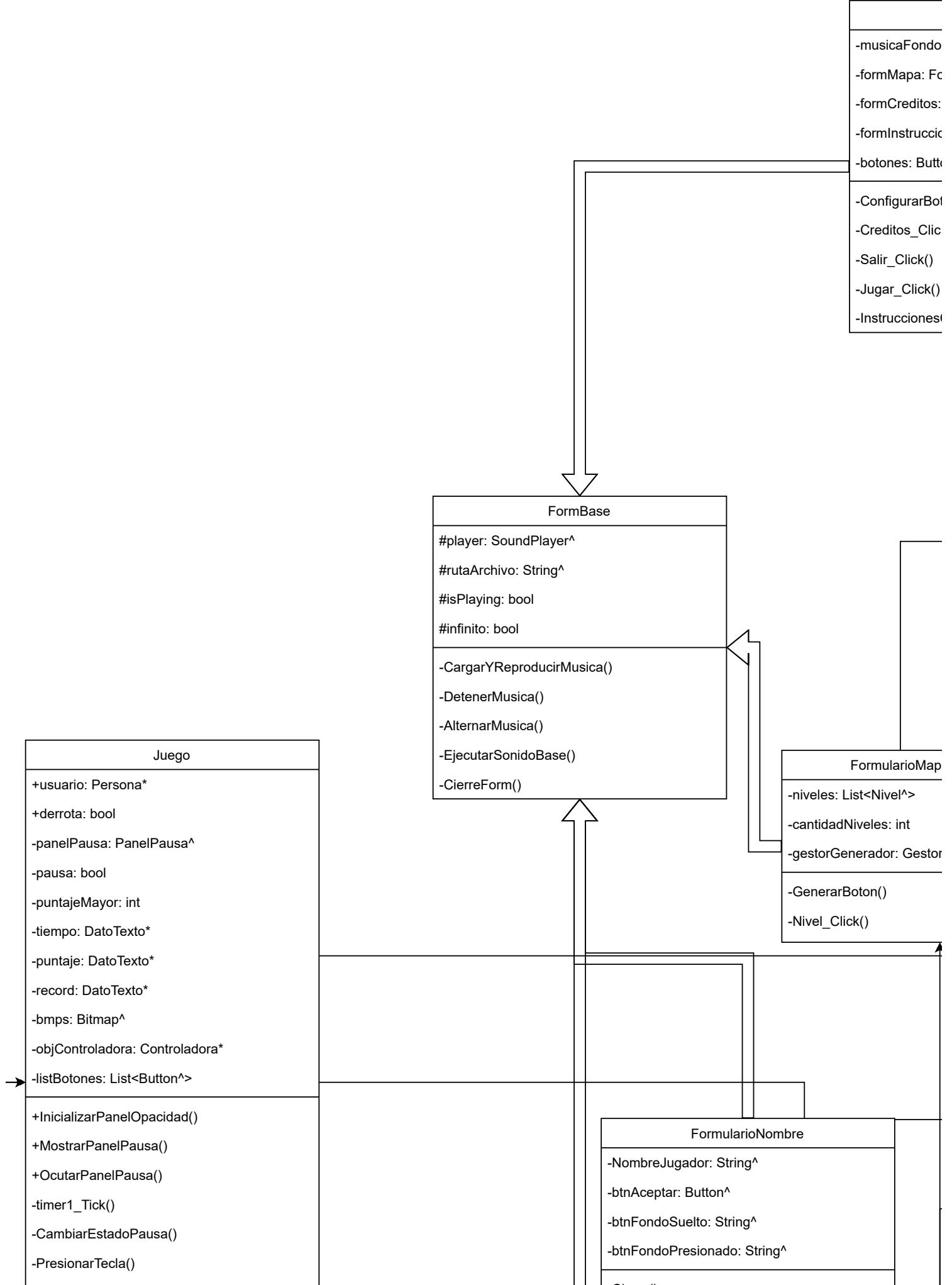


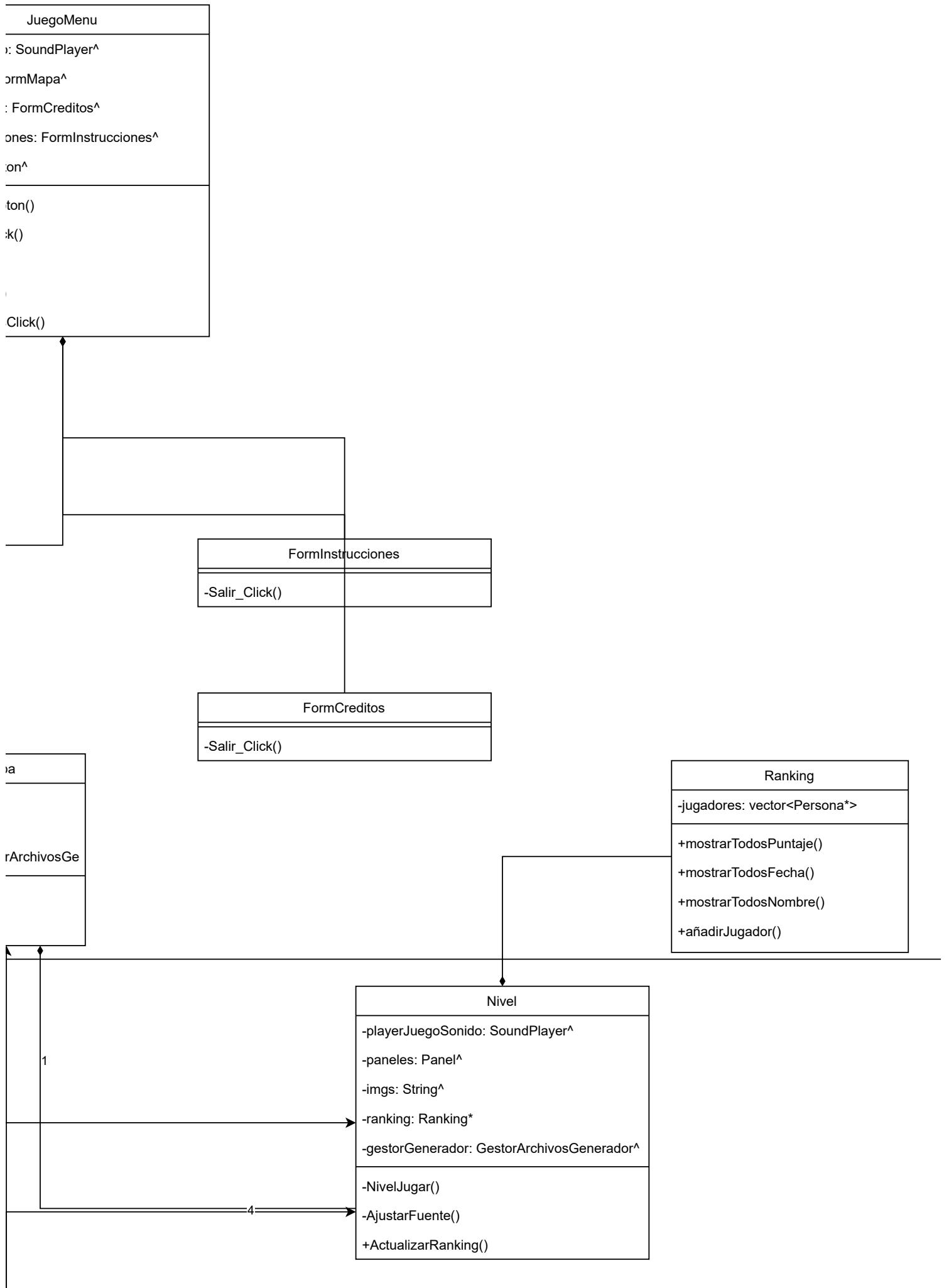
Persona
-fecha: string
-nombre: string
-puntaje: int
+generarNombre()
+agregarCero()
+generarFecha()
+mostrarNombre()
+mostrarPuntaje()

PanelPausa
-imgs: String^
-borde: int
-btnContinuar: Button^
-btnSalirNivel: Button^
+Continuar_MouseEnter()
+Continuar_MouseLeave()
+SalirNivel_MouseEnter()
+SalirNivel_MouseLeave()

Area
-x:float
-y:float

FormularioGameOver
-btnSalir: Button^

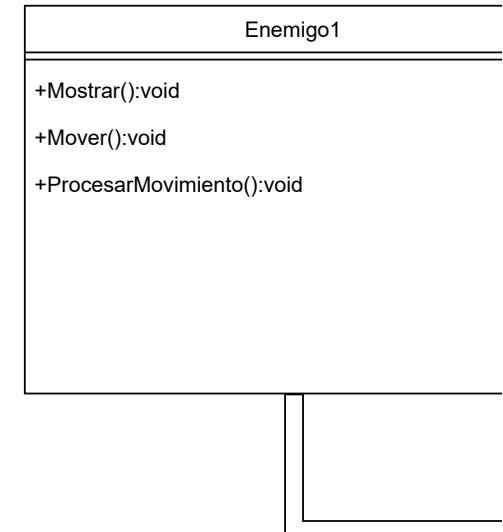




Controladora

-objArrAliado:ArrAliado*

-objArrRecurso:ArrRecurso*



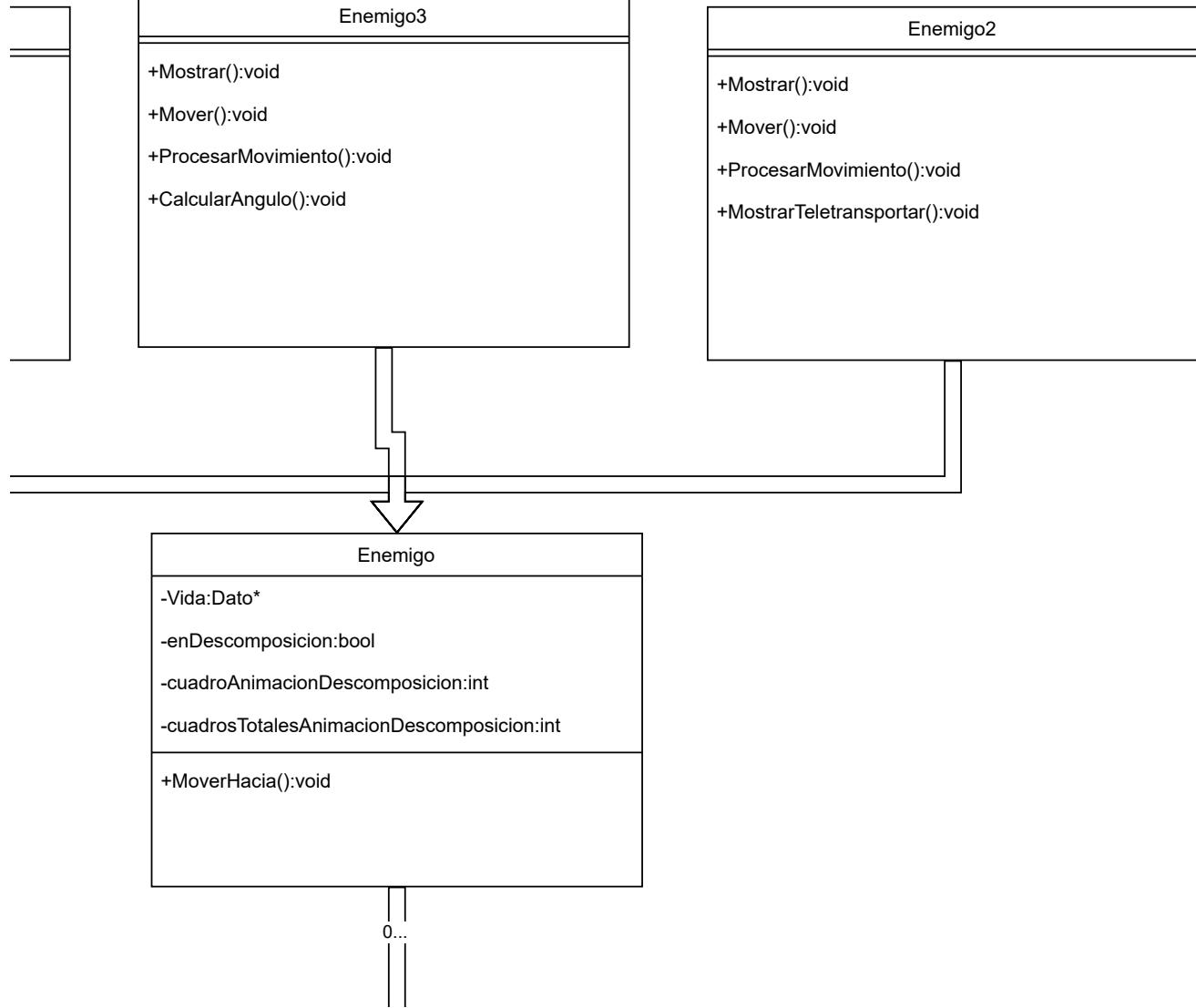
ArrDatoRecurso

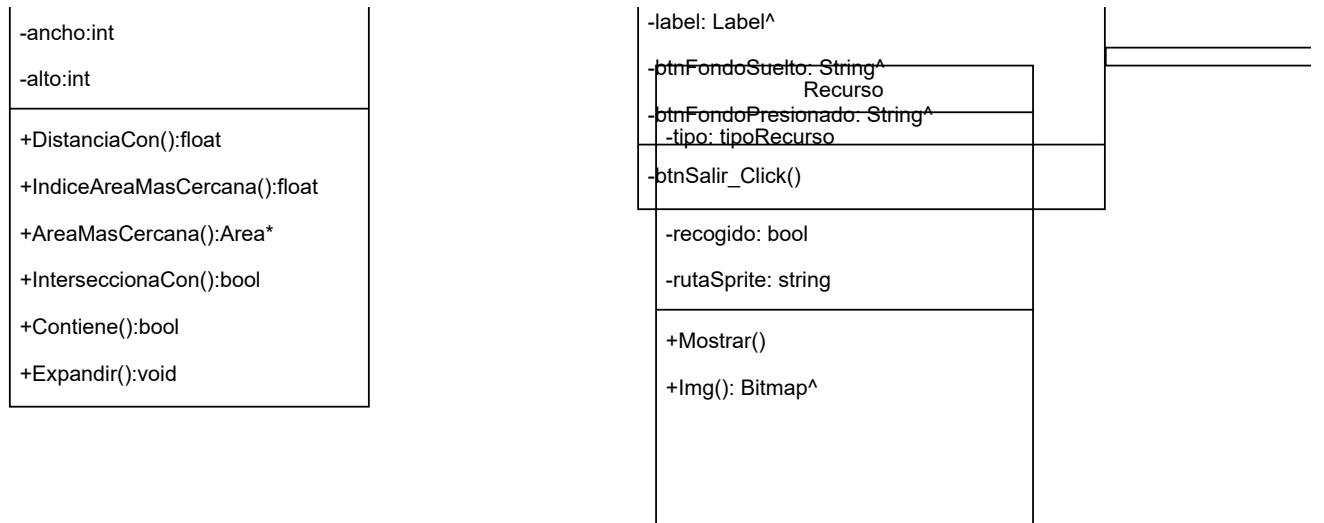
-conta:vector<Contaminante*>

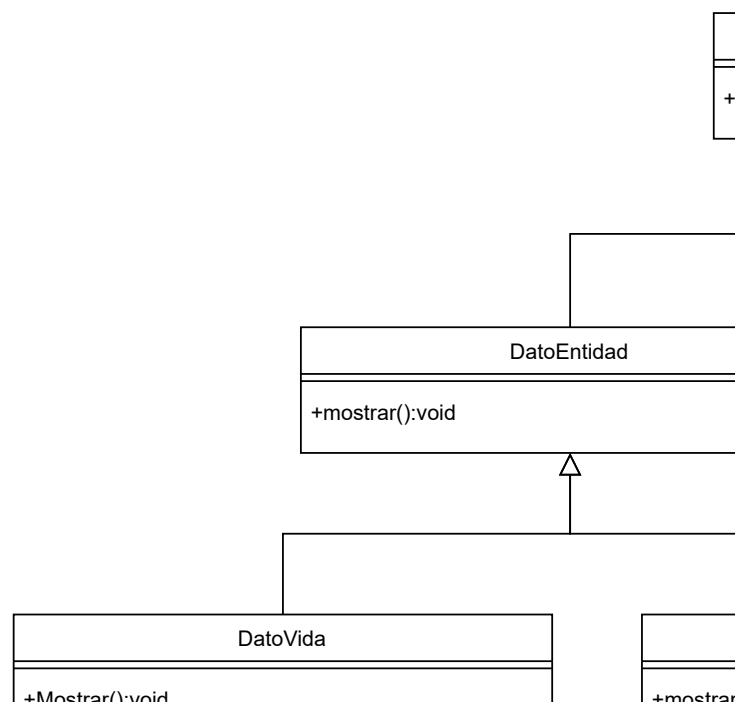
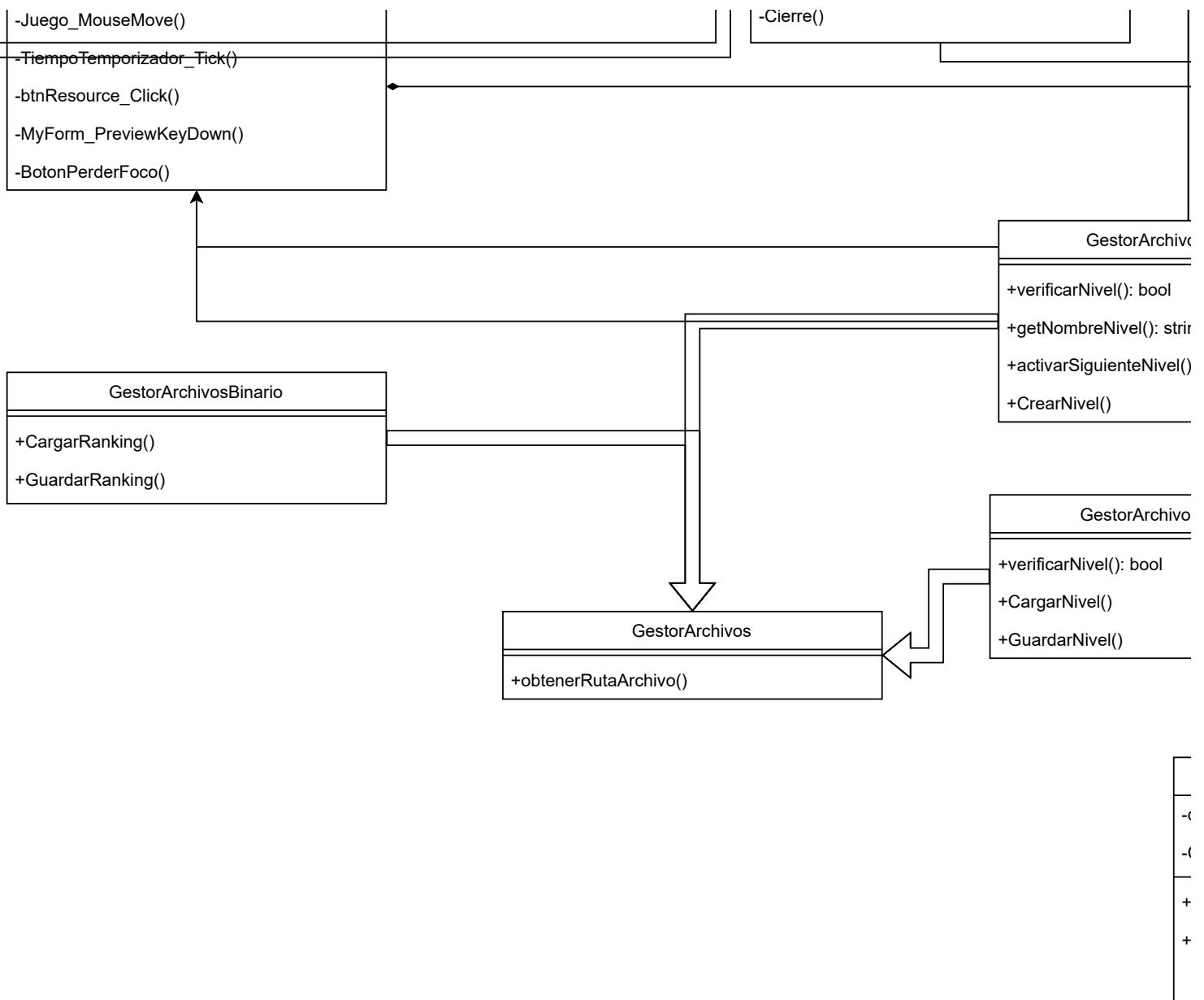
-x:int

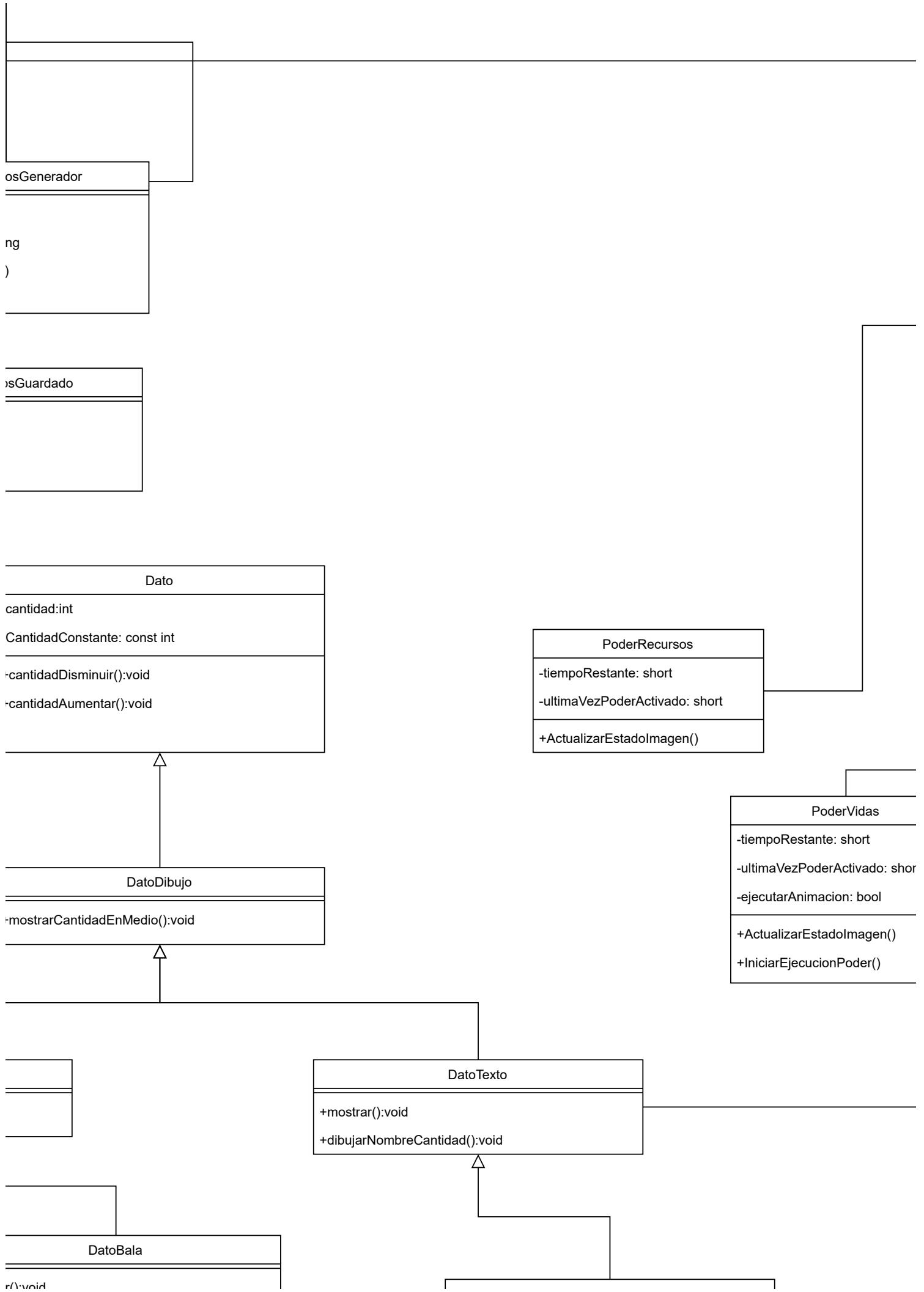
-y:int

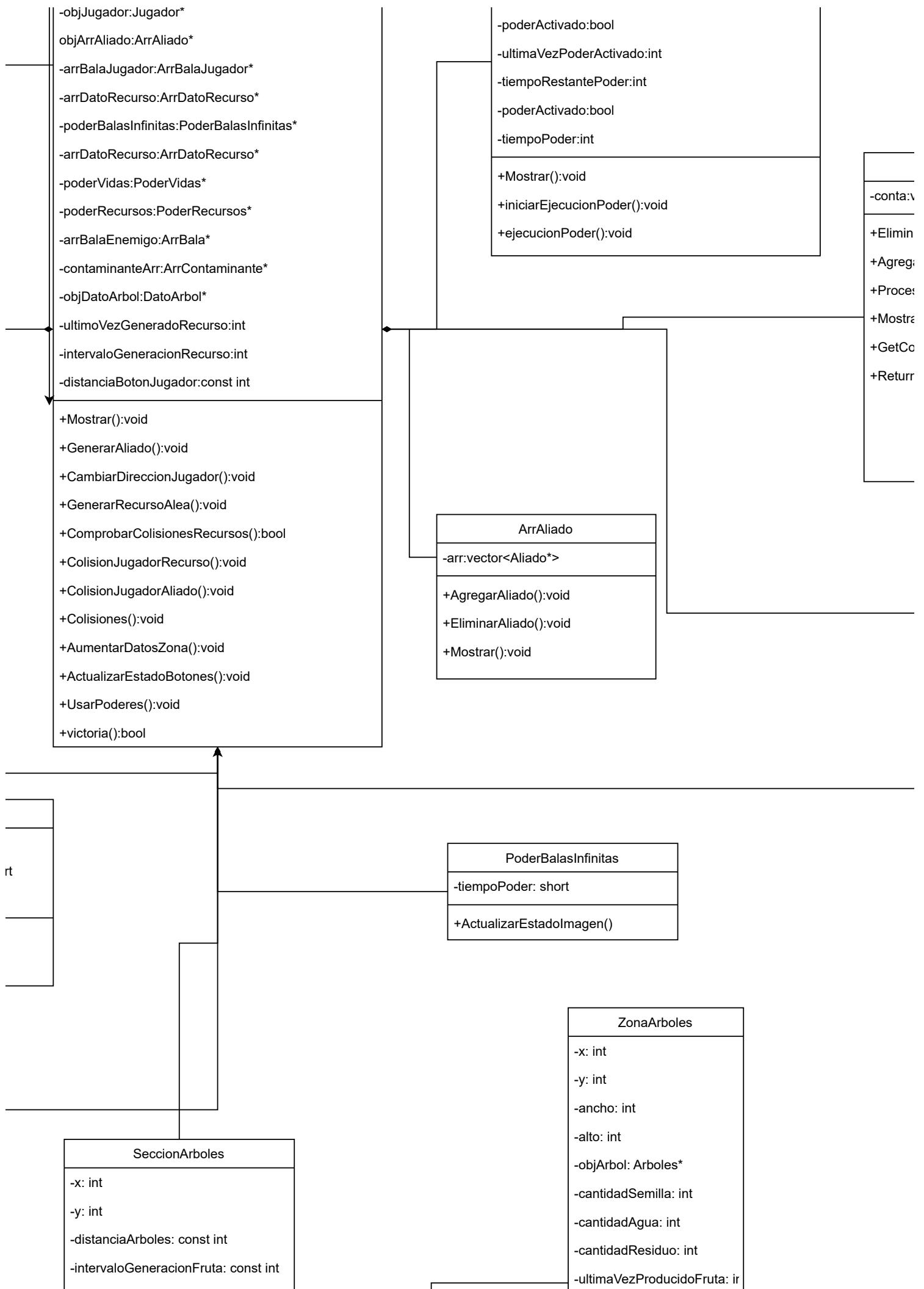
-arr:vector<DatoEntidad*>

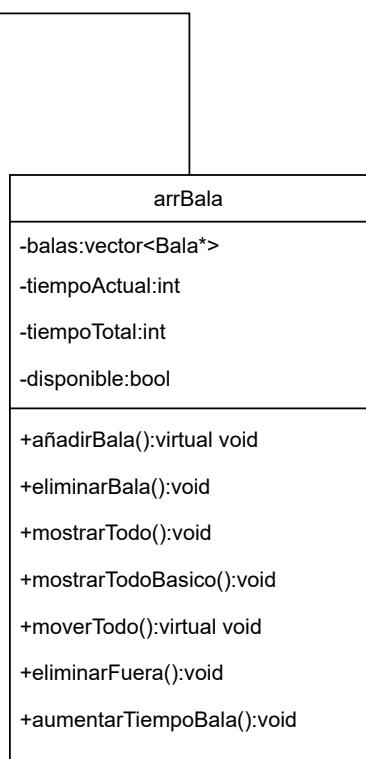
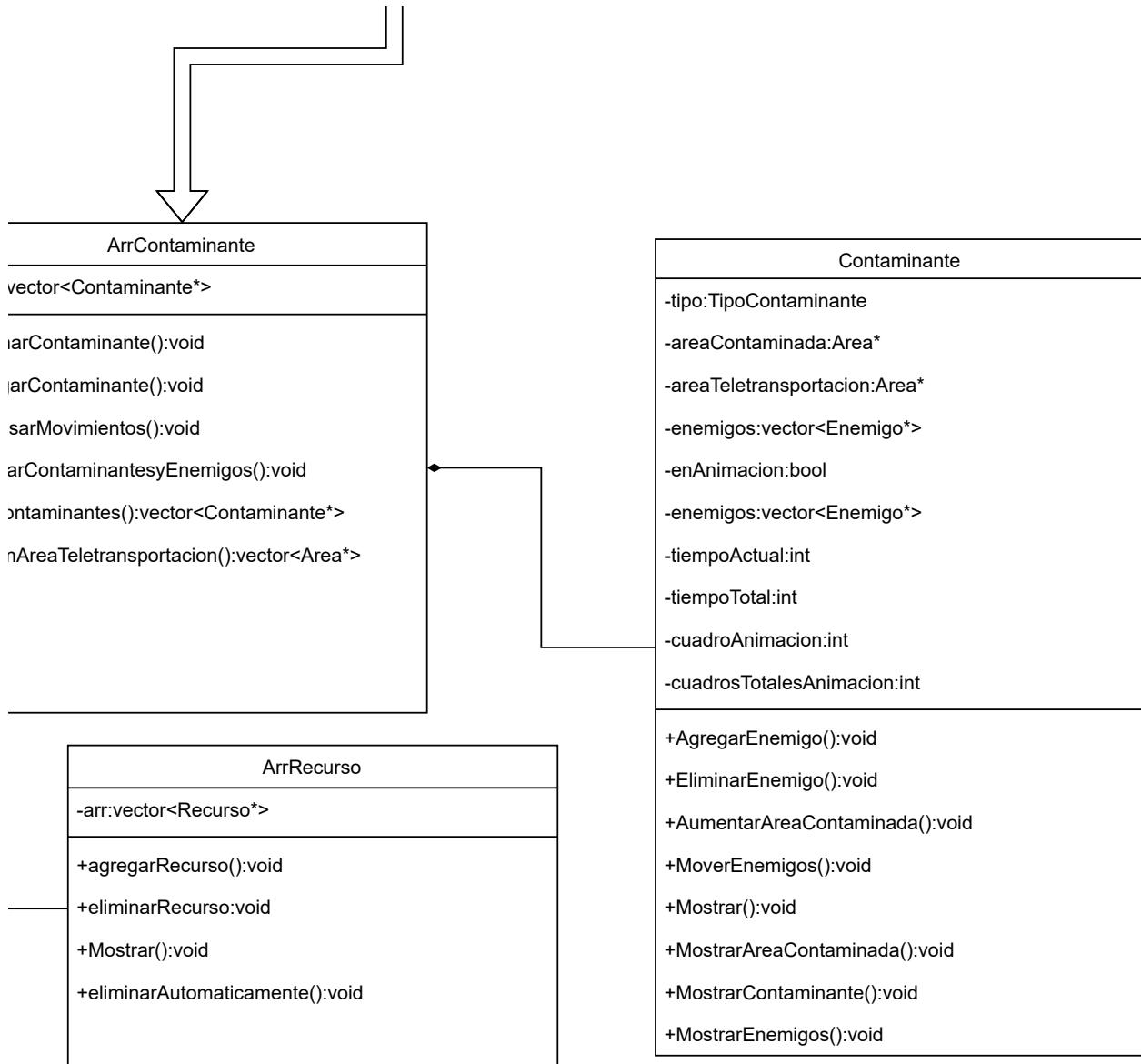












+iniciarEjecucionPoder():void
+ejecucionPoder():void

TMOSTAR

DatoArbol
-porcentajeGanar:const int
+AumentarPorcentaje():void
+ganar():bool

