R	ectangle Point
	+zoneYouWin -gameZone -origin
	Suchi.Game
	- youwin1 - youwin2 - youwin
	+ Game() + startGame() + youWinLevel1() + youWinLevel2() + startLevel2() + startLevel3() + Game() + createScreenImage() + start() + continuee() + continue2() + skip() + youWin() + getGame() + setZoneWin() + getOrigin() + setOrigin() + setGameZone() + main() + getScreen() + main()