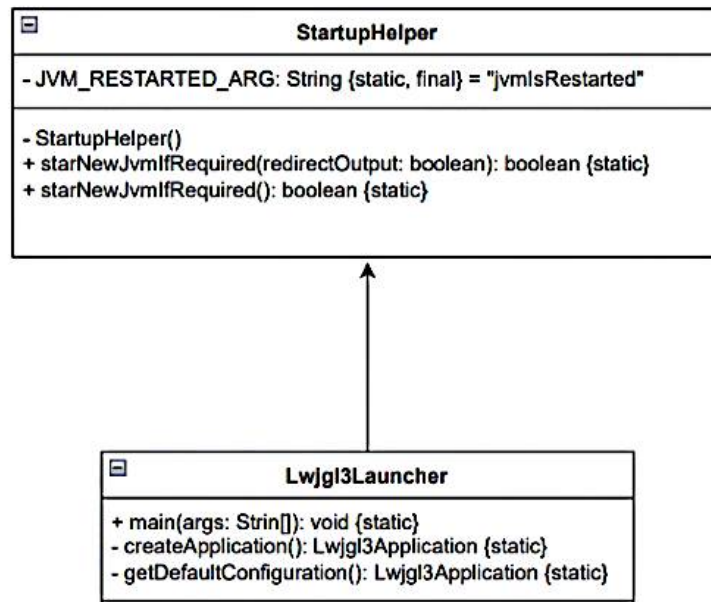
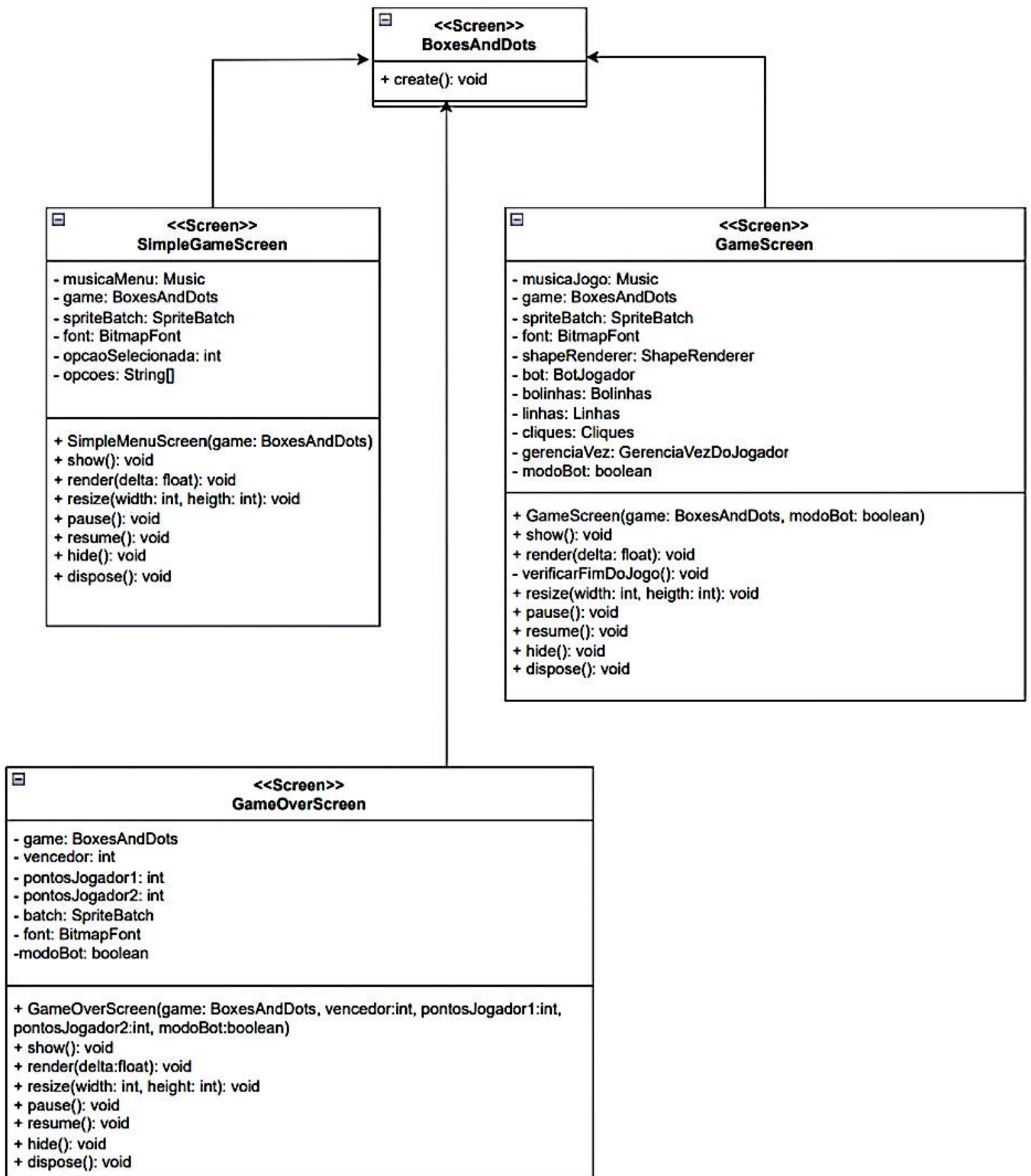


UML das classes responsáveis pelo main do jogo



UML das classes responsáveis pelas telas do jogo



UML das classes responsáveis pela lógica interna do jogo

