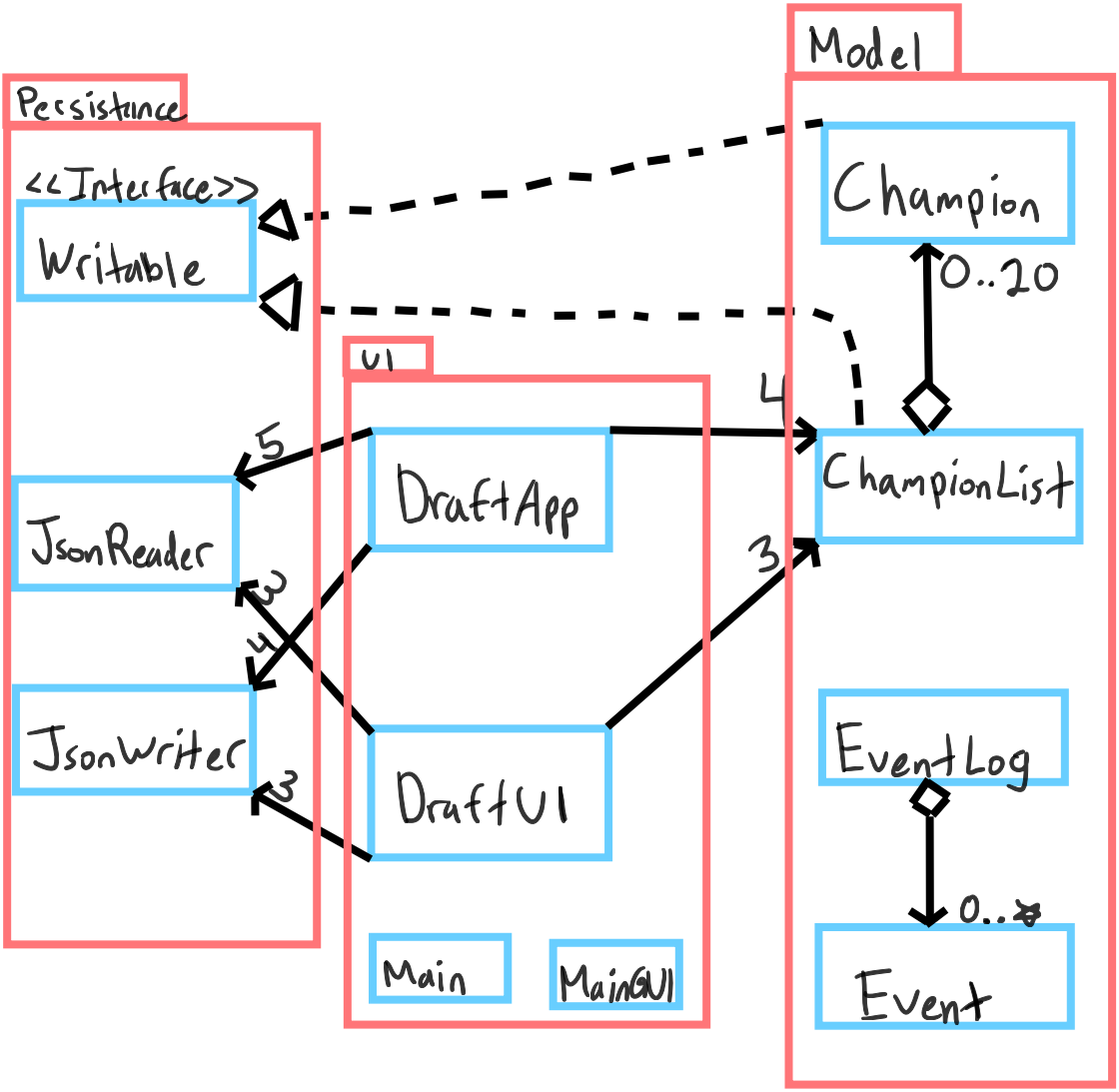
UML Diagram


Model
Persistance
<<Interface>>
Writable
Champion
0..20
UI
4
5
DraftApp
ChampionList
JsonReader
3
4
3
JsonWriter
DraftUI
EventLog
0..*
Main
MainGUI
Event