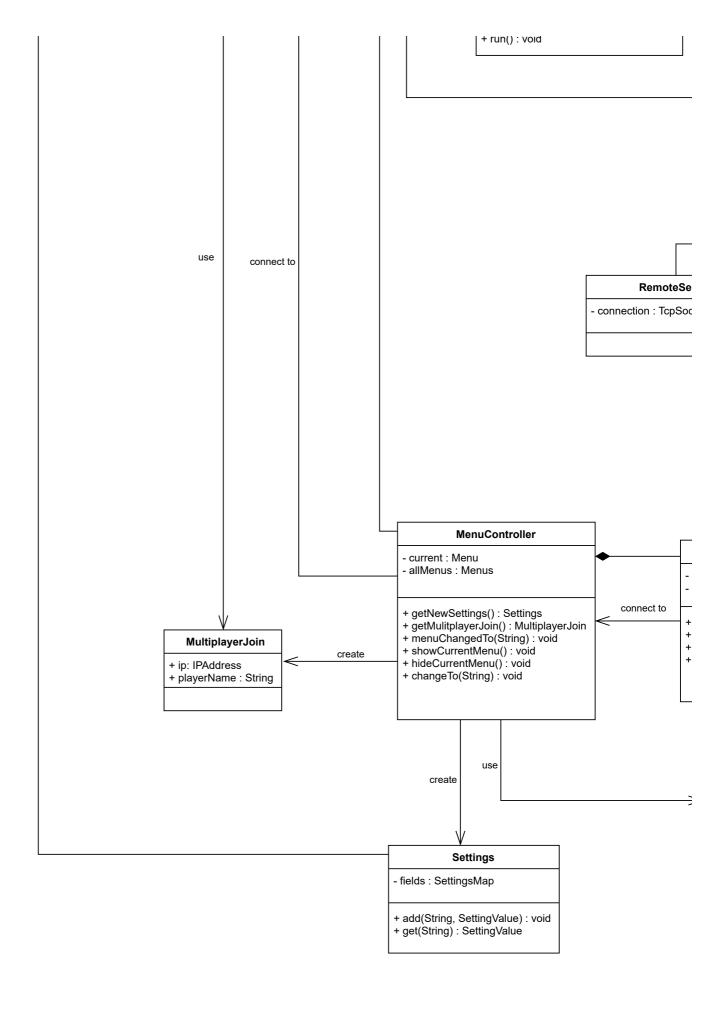
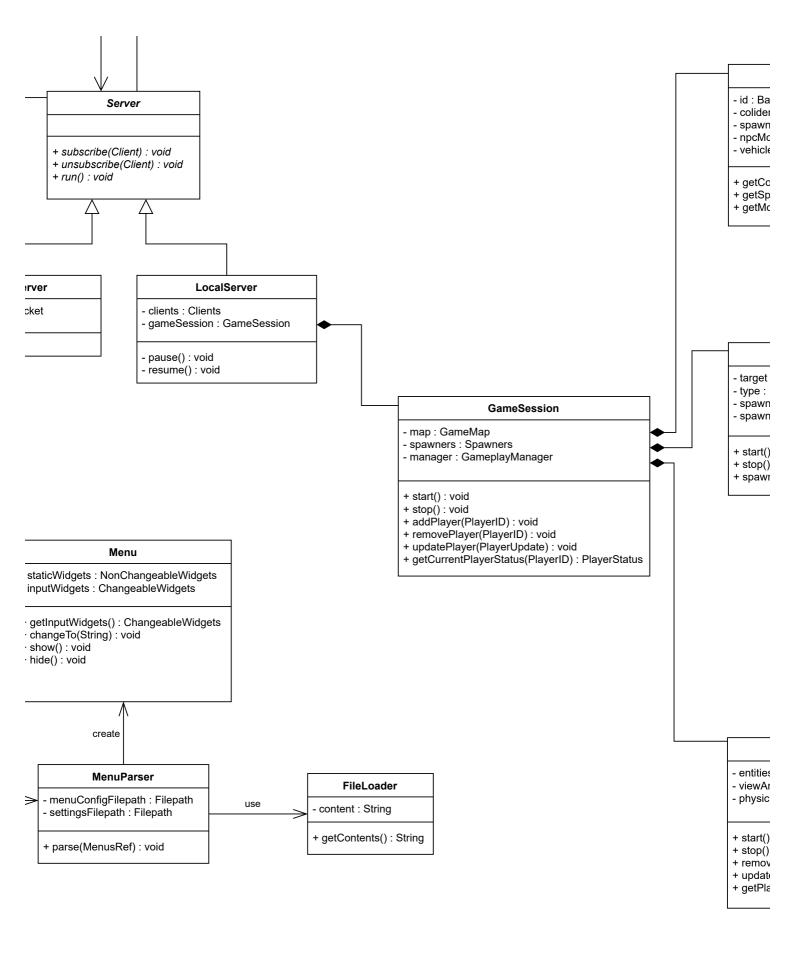


PlayerStatus

+ moveDirection : Direction + moveVelocity: Velocity + frontDirection : Direction + currentAction : Action





GameMap ackgroundID

r : Pixmap nersPoints : Points ovePathsPoints : Points eMovePathsPoints : Points

olider(): Pixmap pawnersPoints(): Points ovePoint(PointID): MovePoint

