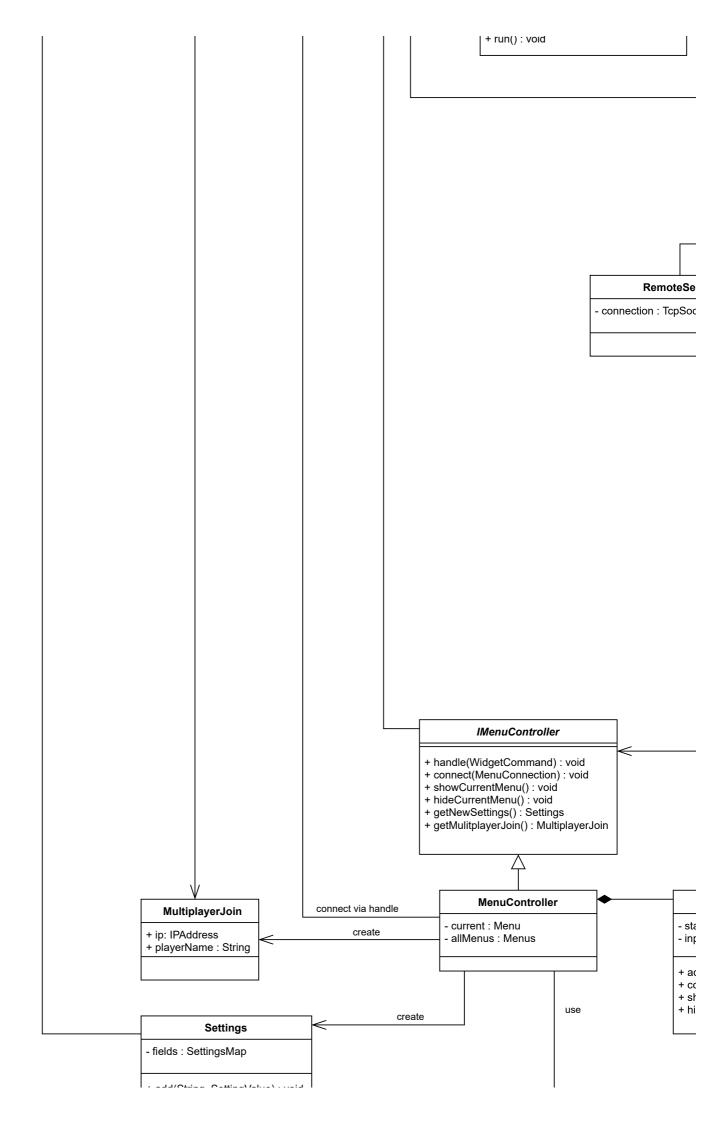
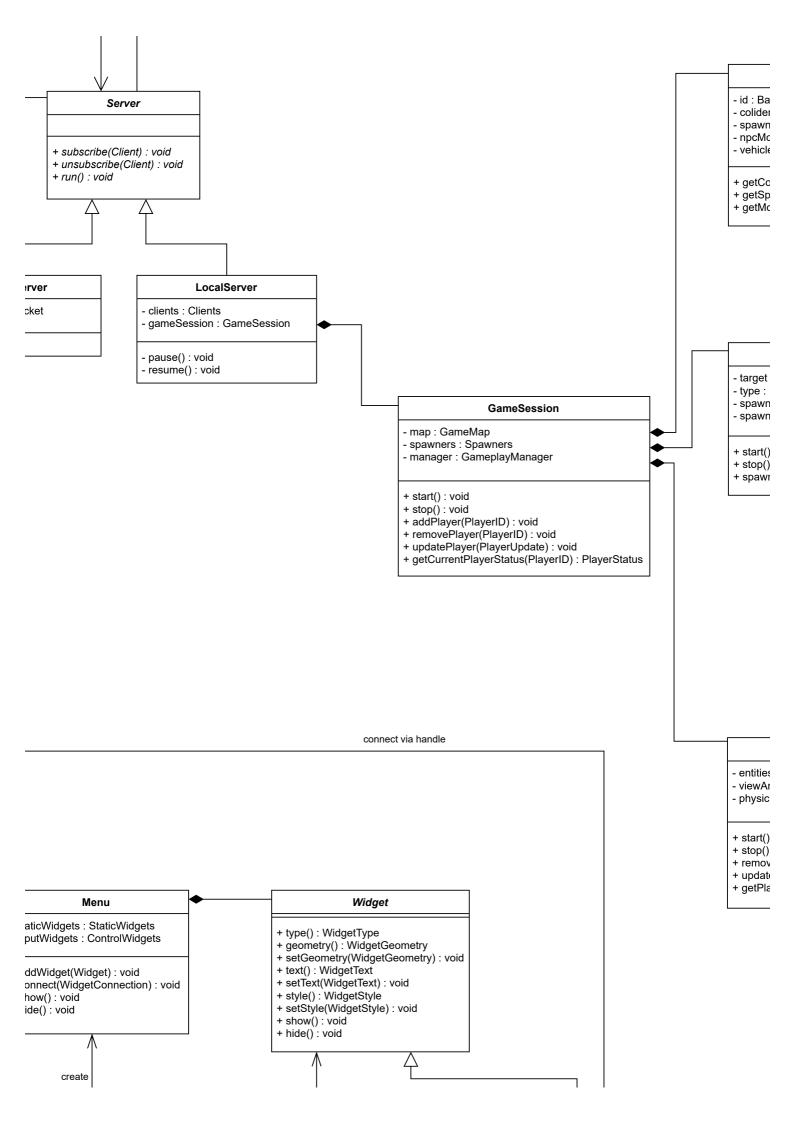


## PlayerStatus

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

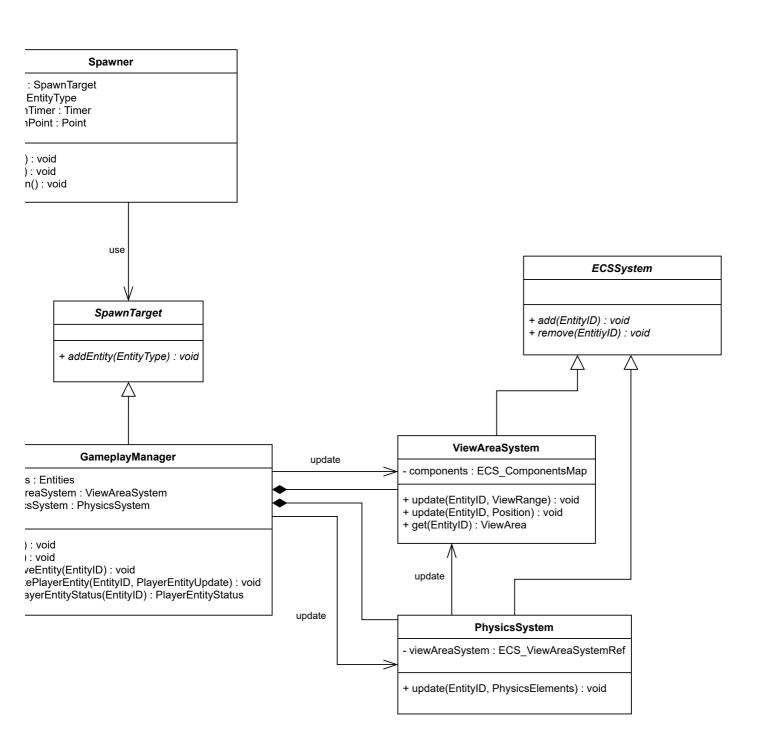




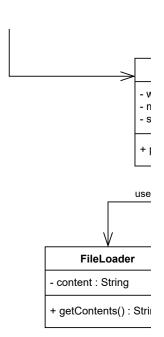
## GameMap ackgroundID

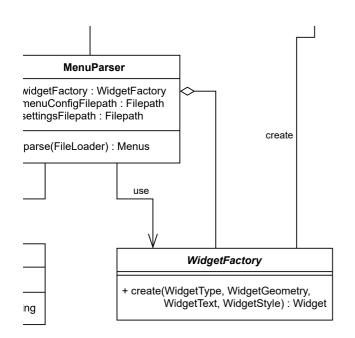
r : Pixmap nersPoints : Points ovePathsPoints : Points eMovePathsPoints : Points

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



+ add(String, SettingValue) : void + get(String) : SettingValue





## ControlWidget

+ connect(WidgetConnection) : void