frame

Picture

- isHiddenImage: boolean
- name: String
- image: int

~ Picture(x: boolean, y: String, z: int)
~ getIsHiddenImage(): boolean
~ getDuplicate(): Picture
~ getName(): String
~ getImage(): int
~ setIsHiddenImage(x: boolean): void

PictureGame

- pictures: Picture[]
- newPlayer: Player
- instantReplayOrder: List<Picture>

~ PictureGame(player: Player, level: int)
~ PictureGame(player: Player, level: int, clonedObjects: Picture[])
~ picsToFind(): StringBuilder
~ isHiddenImage(imageId: String): boolean
~ foundHiddenImage(imageId: String): StringBuilder
~ pictureFromString(imageId: String): Picture
~ getPictures(): Picture[]
~ getInstantReplayOrder(): List<Picture>

PictureGameActivity

- pictureGame: PictureGame
- p1: PictureGame
- p2: PictureGame
- p3: PictureGame
- textView: TextView
- textView2: TextView
- level: int
- newPlayer: Player
- playerDataBase: PlayerDataBase
- start: long

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onCreate(savedInstanceState: Bundle)
+ imageClick(view: View): void
 - determineTime(view: View): void
 - setGameBoard(): void
 - nextLevel(): void

PictureEndScreenActivity

- newPlayer: Player
- textView: TextView
- tempTextView: TextView
- tempTextView2: TextView
- timer: CountDownTimer
- playerDataBase: PlayerDataBase
- p1: PictureGame
- p2: PictureGame
- p3: PictureGame
- level: int

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onCreate(savedInstanceState: Bundle)
+ chooseNewGame(view: View): void
+ instantReplay(view: View): void
 - nextLevel(level: int): void
 - setGameBoard(pictureGame: PictureGame): void