

Klassendiagramm

Player
+ Instance: Player - score: Int
+ getInstance(): Player - getScore(): Int + setScore(_score: Int): Void

Question
+ questionList: Array<Array String>
- loadQuestions(): Void - addQuestions(): Void + shuffleQuestions: Array<Array<String>>

Game
- gameActive: Bool - start: Button - name: String - numberOfQuestions: Int + currentQuestion: Int - points: Int - quit: Button - answerRightOrWrong: Bool
- refreshGame(): Void - nextQuestion(): Void - showQuestion(): Void - CheckIfAnswerCorrect(): Void - addScore(_points: Int): Void - endGame(): Void