Klassendiagramm

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

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| **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 |

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