GameMap

- objectList : List<<GameObject>>
- objectLocations : List<<Vector2D>>

+ Initialize()
+ AddObject(GameObject, Vector2D)
+ EditObject(GameObject, Vector2D)
+ MoveObject(GameObject, Vector2D, Vector 2D)
+ DeleteObject(GameObject, Vector2D)

MyGame

- playerAccount : PlayerAccount
- currentGameState : GameState
- gameRenderer : GameRenderer
- currentMap : GameMap

+ InitializeGame()
+ BeginGame(GameState)
+ GetCurrentPlayer() : PlayerAccount
+ SetCurrentPlayer()
+ IsLoggedIn()

PlayerAccount

- password : EncryptedString
- login : String
- email : String
- characterList : List<<Character>>
- saves : List<<SavedGame>>

+ PlayerAccount()
+ GetAllSaves() : List
+ GetAllCharacters() : List
+ SetNewCharacter(Character)
+ GetLogin() : String
+ GetPassword() : EncryptedString
+ GetEmail() : String

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GameState

- objects : List<<GameObject>>
- objectLocations : List<<Vector2D>>

+ GameState()
+ AddNewObject(GameObject, Vector2D)
+ DeleteExistingObject(GameObject)
+ EditObject(GameObject)

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SavedGame

- gameState : GameState
- playerLocation : Vector2D
- character : Character

+ GetGameState() : GameState
+ GetCharacter() : Character
+ GetPlayerLocation() : Vector2D

RegisterForm

- password : EncryptedString
- password2 : EncryptedString
- login : String
- email : String

+ RegisterForm(String, EncryptedString, EncryptedString, String)
+ CreateAccount() : PlayerAccount

LoginForm

- password : EncryptedString
- login : String

- CheckIfValid() : Boolean
+ LoginForm (String, EncryptedString)
+ TryLogin(String, EncryptedString) : Boolean

CharacterCreateForm

- characterName : String
- statistics : Array<<Int>>(6)
- class : Int

+ CharacterCreateForm(String, Array, Int)
+ CreateNewCharacter() : Character