

+ EndMessage(int x, int y, int width, int height)

+ PausedMessage(int x, int y, int width, int height)

+ CELLSIZE : int {final} + TOPBAR : int {final} + WIDTH : int + <u>HEIGHT</u>: int + <u>FPS</u> : int {final} - score: int - remainingTime : int + isVictoryAnimationComplete() : boolean - <<synchronized>> checkVictoryAndLoadNextLevel() : void