UML SANTORINI





<-	enumeration>> Priority
OPTIONAL BASE MUST	

	<enumeration>> GamePhase</enumeration>
BUILD MOVE	

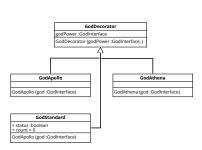
	<pre><<enumeration>> GameMode</enumeration></pre>	
TWO THREE		

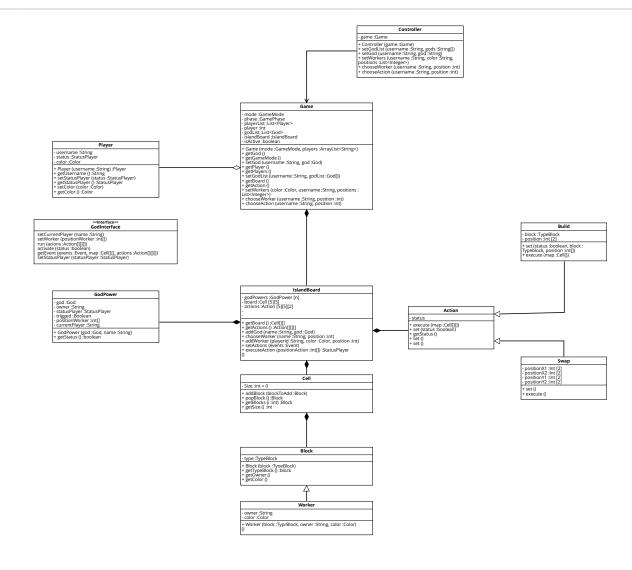
	< <enumeration>> TypeBlock</enumeration>
WORKER LEVEL1 LEVEL2 LEVEL3 DOME	

<enumerat God</enumerat 	ion>>
STANDARD APOLLO APOLLO ARTEMIS ATHENA ATLAS DEMETER HEPHAESTUS MINOTAUR PAN PROMETHEUS	

	<enumeration>> Event</enumeration>
MOVE BUILD UP DOWN BLOCK ZERO ONE TWO THREE FOUR	

	< <enumeration>> StatusPlayer</enumeration>	
WIN LOSE GAMING		





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 \Box