UML SANTORINI





<-	enumeration>> Priority	
OPTIONAL BASE MUST		



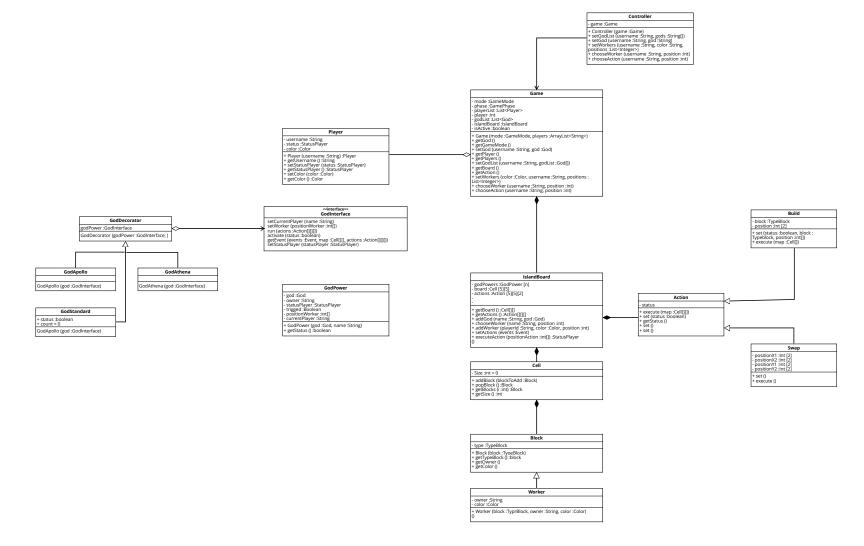
<<enumeration>> GameMode TWO THREE

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



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

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



□-

 \Box