









CommandTick
- gw: GameWorld
+ CommandTick(gw: GameWorld) + actionPerformed(ev: ActionEvent): void

CommandFoodStation
- gw: GameWorld
+CommandFoodStationColli GameWorld) + actionPerformed(ev: Action void

+actioning(): String 
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CommandFlag
- gw: GameWorld
+ CommandFlag(gw: GameWorld) + actionPerformed(ev: ActionEvent, flagNumber: int): void

CommandFoodConsumption
- gw: GameWorld
+ CommandFoodConsumption GameWorld) + actionPerformed(ev: ActionEvent): void

CommandSound
- gw: GameWorld
+ CommandSound(gw: GameWorld) + actionPerformed(ev: ActionEvent): void

CommandAbout
- gw: GameWorld
+ CommandAbout(gw: GameWorld) + actionPerformed(ev: ActionEvent): void

CommandAccelerate
- gw: GameWorld
+ CommandAccelerate(gw: GameWorld) + actionPerformed(ev: ActionEvent): void

CommandExit
- gw: GameWorld
+ CommandExit(gw: GameWorld) + actionPerformed(ev: ActionEvent): void

CommandSpiderCollision
- gw: GameWorld
+ CommandSpiderCollision(g GameWorld) + actionPerformed(ev: ActionEvent): void

CommandBrake
- gw: GameWorld
+ CommandBrake(gw: GameWorld) + actionPerformed(ev: ActionEvent): void

CommandLeftHeading
- gw: GameWorld
+ CommandLeftHeading(gw: GameWorld) + actionPerformed(ev: ActionEvent): void

CommandHelp
- gw: GameWorld
+ CommandHelp(gw: GameWorld) + actionPerformed(ev: ActionEvent): void

CommandRightHeading
- gw: GameWorld
+ CommandRightHeading(gw: GameWorld) + actionPerformed(ev: ActionEvent): void

