- View
- Model
- Controller

1. Starter (enthält main Methode)
   - loadingFrameView: **LoadingFrameView**
   - view: **MainFrameView**

2. LoadingFrameView
   - + LoadingFrameView( )
   - - loadingPanelView: **LoadingPanelView**
   -
3. LoadingPanelView
   - // nichts
4. MainFrameView
   - + MainFrameView( )
   - - startPanel: **StartPanelView**
   - - controller: **Controller**
   - - gamePanel: **GamePanelView**
   - + setGamePanel( ): **void**
5. StartPanelView
   - + StartPanelView(controller: **Controller**)
6. GamePanelView
   - + GamePanelView( )
7. LoginFrameView
   - + LoginFrameView(controller: Controller)
8. LoginPanelView
   - + disposeLoginFrame( ): **void**

9. DBConnection
   - + playerLogin(userName: String, password: String): Player
10. Player
    - + Player(key: int, playerName: String, playerPassword: String, highScore: int, skin: int)
11. GameElement (mit Unterklassen) <>
    - // Baupläne für „model"-Klassen

12. Controller
    - + Controller(mainFrameView: MainFrameView)
    - - startPanel: StartPanelView;
    - - gamePanel: GamePanelView;
    - - mainFrameView: MainFrameView