Player:

* key : int
* playerName : String
* playerPassword : String
* highScore : int
* skin : int

GameElement (abstract):

* x : int
* y : int
* length : int
* width : int
* vulnerable : boolean
* highScore : int
* skinType : int

Enemy (extends GameElement):

PlayerCharacter (extends GameElement):

LoadingScreenFrameView (extends JFrame):

LoadingScreenPanelView (extends JPanel):

GameElement <<abstract>>

→ PlayerCharakter

→ Coin

→ Obstacle <<abstract>>

→ Obstacle1

→ Obstacle2

→ Enemy