* 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) <<abstract>>
    * // Baupläne für „model“-Klassen
12. Controller
    * + Controller(mainFrameView: MainFrameView)
    * - startPanel: StartPanelView;
    * - gamePanel: GamePanelView;
    * - mainFrameView: MainFrameView