```
+-------------------------+
|          View           |
+-------------------------+
| # fWindow               |
| # fAssets               |
+-------------------------+
| + View()                |
| + draw()                |
| + getEntity()           |
| + ~View()               |
+-------------------------+
             △
             |
+-------------------------+
|     GameEndedView       |
+-------------------------+
|                         |
+-------------------------+
| + GameEndedView()       |
| + draw()                |
| + ~GameEndedView()      |
+-------------------------+
```