

## CONTROLLER

### RESPONSIBILITIES

- box
- anchorX
- anchorY
- initial AngleX
- initial AngleY
- anchorAngleX
- anchorAngleY

- +wire frame
- +fill mode
- +initialize the values
- +event when mouse is pressed
- +event when mouse is dragged

### COLLABORATION

- Box
- Rotate
- Double Property

## MAIN

### RESPONSIBILITIES

- +start-initialize the scene and set stage

### COLLABORATION

- scene
- stage