Overall game inheritance structure

GameStatus

- name: String
- gameType: GameEnum
+ CREATOR: Creator<GameStatus>

\# GameStatus(name: String, gameType: GameEnum)
\# GameStatus(in: Parcel)
\# getGameType(): GameEnum
\# setGameType(GameEnum gameType): void
\+ getName(): String
\+ describeContents(): int
\+ writeToParcel(parcel: Parcel, i: int): void

Extends   Extends   Extends

HangmanGameStatus   **FlappyGameStatus**   **ShooterGameStatus**

<>
GameManager

- activity: Activity

\# GameManager(activity: Activity)
\# getActivity(): Activity
\# getGameStatus(username: String): GameStatus

Extends   Extends   Extends

HangmanGameManager   **FlappyGameManager**   **ShooterGameManager**