GameWindow LocalStorage - game: GameEngine - UIManager: UIManager stores history and config displays window with game or start page, responsible for running game with selected **UIManager** params - button - selectedOptions responsible for start page/settings layout and passing params GameEngine manages game itself, players, game loop etc, at the end saves to history Game responsible for managing single bot/human part of screen HUD Character Tree **PowerUpFactory** show hp, points, time etc stands for character actions, falling tree factory for powerups displaying it Immortality, FlyingAxe, FreePoints etc Bot Human steering spirit as bot manual steering

EventManager (Singleton)

sends events to observer objects, which subscribe with desired key and callback