LocalStorage
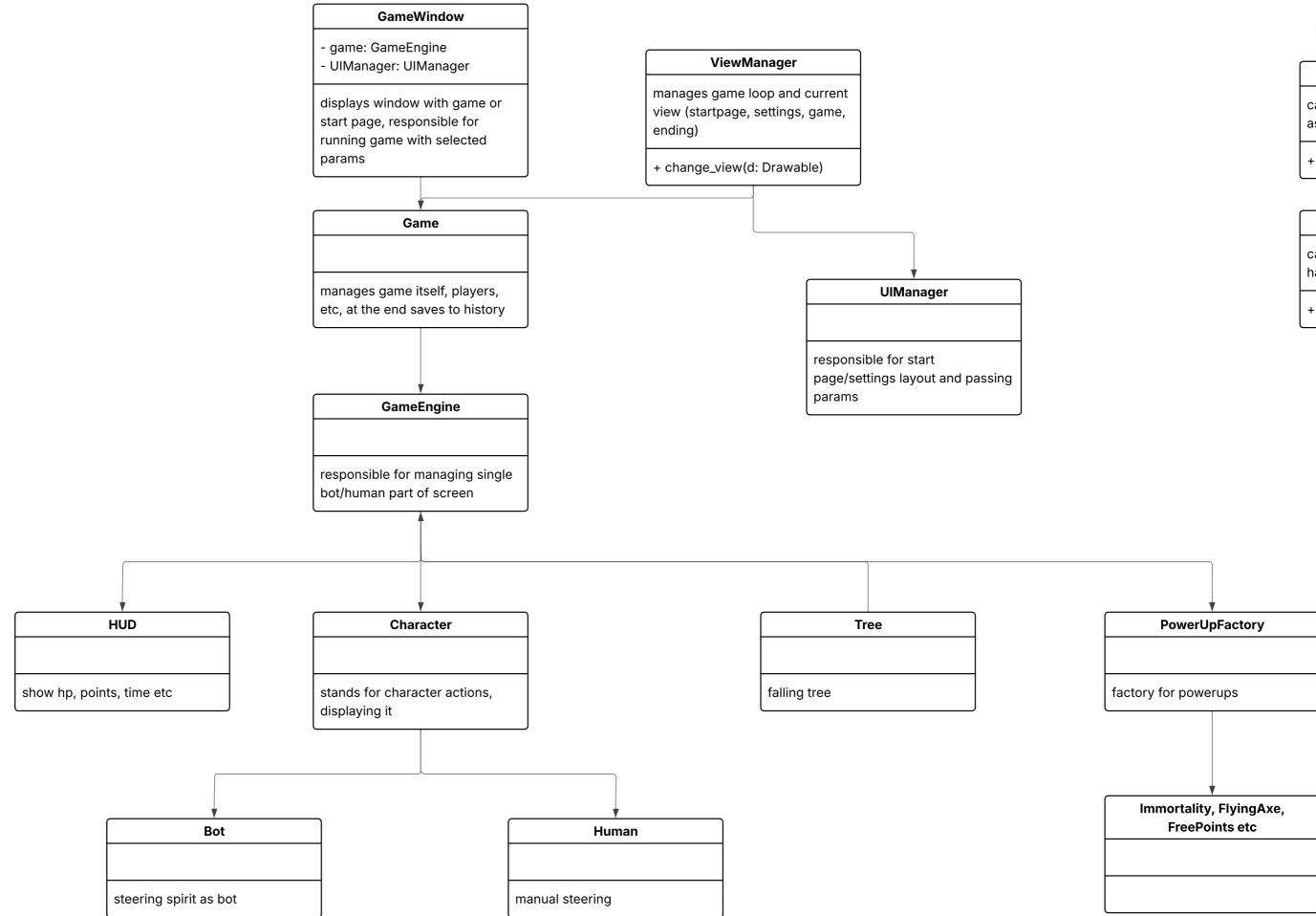
stores history and config

EventManager (Singleton)

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

GameWindow

- game: GameEngine
- UIManager: UIManager

displays window with game or start page, responsible for running game with selected params

ViewManager

manages game loop and current view (startpage, settings, game, ending)

+ change_view(d: Drawable)

Game

manages game itself, players, etc, at the end saves to history

UIManager

responsible for start page/settings layout and passing params

GameEngine

responsible for managing single bot/human part of screen

HUD

show hp, points, time etc

Character

stands for character actions, displaying it

Tree

falling tree

PowerUpFactory

factory for powerups

Bot

steering spirit as bot

Human

manual steering

Immortality, FlyingAxe, FreePoints etc

INTERFACES

Drawable

can be drew on screen and set as view

+ draw(screen)

EventSubscriber

can listen to events, needs to have method for unregistering

+ unregister()