Class diagram of the main classes in ETS Game Core

The diagrams below are sectioned in terms of function and package structure in ETS directory.

# Complete overview

Diagram

Description automatically generated

## File readers and writers

Text

Description automatically generated

The reader and writer classes of ETS Game-Core have mostly a dependency relationship. This is because the classes often rely on a writer or reader from another class.

## Scenes

Graphical user interface, application

Description automatically generated Only a dependency relation between the classes under the package “scenes”.

## Tournament

A screenshot of a computer

Description automatically generated with medium confidence

## Utilities

## Graphical user interface, text, application Description automatically generated

## Controllers

Text

Description automatically generated with medium confidence