

Player
+playerScore: int
+collectFood(): void
+movePlayer(): void
+act(): void

Ant
-numAnt: int
+antScore: int
+stealFood(): void
+stealFromPlayer(): void
+moveAnts(): void
+act(): void

Level
-numFood: int
-startGame(): void
+updateScore(): int
+endGame(): void
+act(): void

You Lose
You Win

Food
+isCupcake: boolean
+id: int
+act(): void