

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