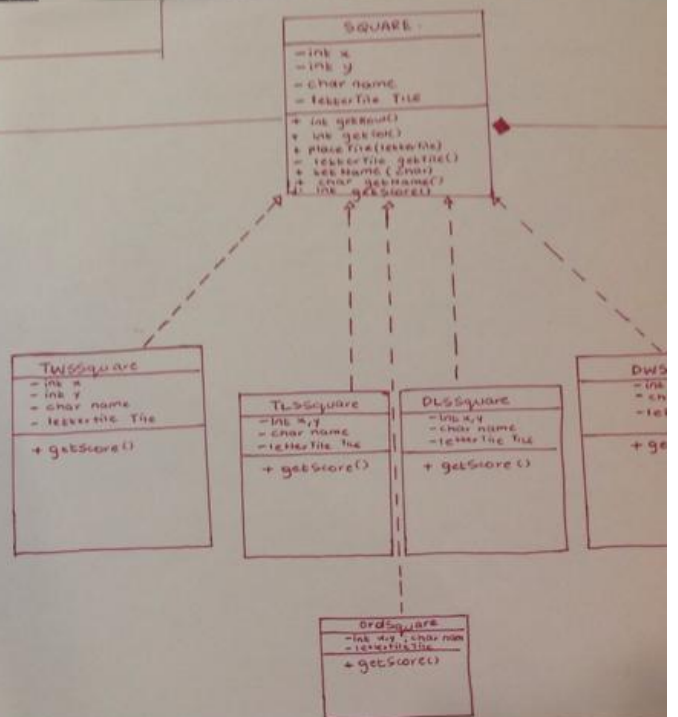


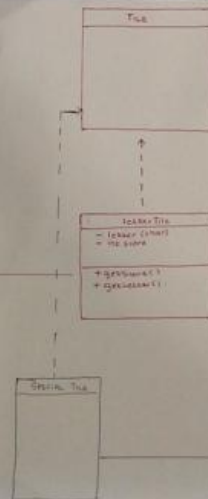
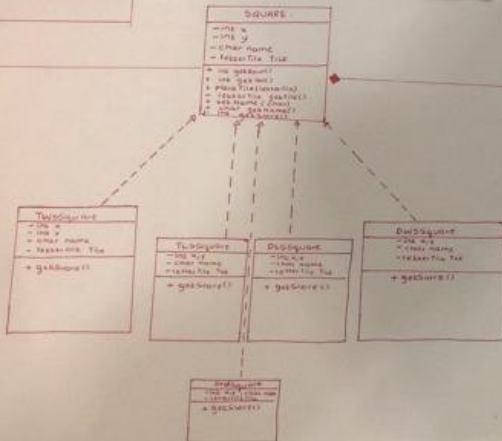
OBJECT MODEL



- void print
- Bag bag

+ addNewGamePlayer()
+ Arranges 4 Player's GetPlayer()
+ distribute ()
+ play (int x, int y, string name, int score)
+ validate Move (Arranges other Game's, logics)
+ getBack (int x)

PLAYER
- Name
- Score
- Arranges 4 Game's, each
- Speciality () - Speciality
+ load Back (Arranges 4 Game's, x)
+ Backlog (int, string)
+ getScore ()
+ getBacklog (int x)
+ Arranges 4 Game's, Speciality ()



Bag
- Random random number
- int x, int y
- Arranges 4 Game's, each
- validate Move (int x, int y)
+ validate Move (int x, int y)
+ validate Move (int x, int y)