

Mainvindow

delegate # level1Button

builder

level2Button

level3Button

level4Button

bossChamber1Button # bossChamber2Button

bossChamber4Button

bossChamber3Button

+ MainWindow()+ MainWindow()

+ setDelegate() + ~MainWindow()

level1ButtonWasTapped()
level2ButtonWasTapped()
level3ButtonWasTapped()

level4ButtonWasTapped()
bossChamber1ButtonWasTapped()

bossChamber2ButtonWasTapped()
bossChamber3ButtonWasTapped()

bossChamber4ButtonWasTapped()