

Player (JFrame)

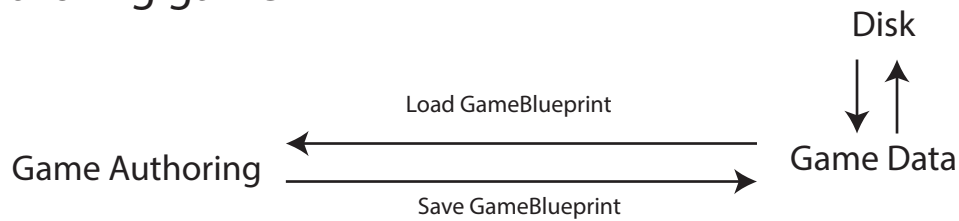
GameInfoPanel (Observing)      RepositoryViewer

UnitInfoPanel (Observing)      TDPlayerEngine (JGEngine, Subject)

We use the Observer design pattern

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### Authoring game



### Playing game

