UML PACKAGE DIAGRAM

UI

Swing

GamePanel	LoseScreen
TileManager	BuildModeScreen
KeyHandler	PlayModeScreen
MainMenuScreen	HelpScreen
PauseScreen	
WinScreen	

GameObjectImages

Hero	Reveal
ArcherMonster	ExtraLife
FighterMonster	ExtraTime
WizardMonster	Rune
LuringGem	Tile
CloakOfProtection	Hall

Domain

Game Objects

- Hero
- Monsters
- Enchantments
- Objects

GamePlay Rules

Game Mechanics

State and Progress Management

Technical Service

Data Persistence

Technologies

Utility Service