Model1::ClassDiagram1

Settings

Menu extends JPanel

Vector2D

+float x
+float y

+add()
+sub()
+multiply()
+div()
+turn()
+Operation1()

Map

Calculation

+ArrayList entities
+Thread GameThread
+Attribute1

+run()

GameGraphics extends JPanel implements Runnable

+Thread GraphicThread
+ArrayList entities
+Map map
+Attribute1

+paint()
+run()

Projektile extends Entity

Charactar extens Entity

+BufferedImage head
+BufferedImage body

Main extends JFrame

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abstract Entity

+float positionX
+float positionY
+Vector2D movement
+Attribute1

+draw(Graphics g)