

### MainMenuScene

- + logo: image
- + playButton: button
- + optionsButton: button

### OptionsMenu Scene

- + volume: int
- + controlsImg: image
- + muteButton: button
- + volumeLess: button
- + volumeMore: button

### PauseMenu Scene

- + mainMenuButton: button

## CreatingNewspaper Scene

tittles[ ]: button  
ads[ ]: button  
numNewspaper: button  
numNews: int  
trust: float  
money: int

selectTittle(int)  
selectAds(int)  
selectNumNews(int)

## dia0-7 Scenes

objectLayerName: string  
nextLevel: string

method(type): type

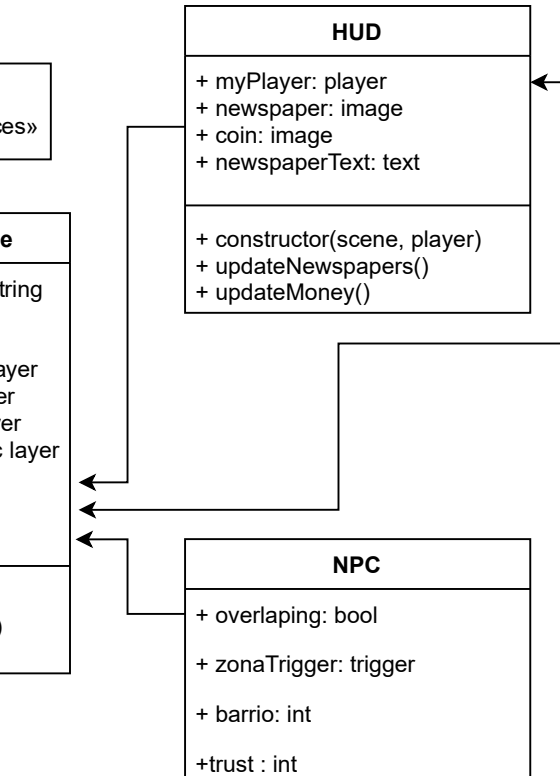
## Boot

«Loads all resources

## DayDefault Scene

+ objectLayerName: string  
+ nextLevel: string  
+ map: tilemap  
+ mapGround: static layer  
+ mapLows: static layer  
+ mapRoofs: static layer  
+ mapCollisions: static layer  
+ hud: hud  
+ player: player  
+ npc[ ]: npc

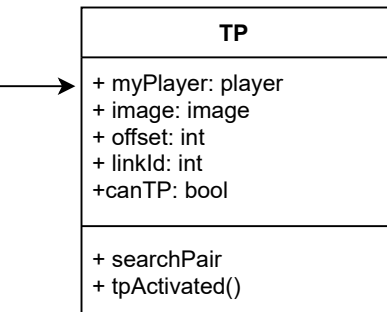
+ constructor(config)  
+ changescene(string)



## Player

- + speed: int
- + money: int
- + trust: float
- + newspapers: int
- + previousMovement: {int,int}

- + getInteract()
- + calculateVelocity()
- + stopX()
- + stopY()
- + getMoney(): int
- + buyNespapers(int)
- + getNewspapers(): int
- + getTrust(): float
- + changeMoney(int)
- +changeTrust(float)
- + predupdate(float, float)



+ optionsButton: button

+ gameButton: button

+ mapImg: image



+ myDialogue: dialogue

+ actionCooldown: int

+ actualCoolDown: int

+ canact: bool

+ bought : bool

+ probability: int

+ canBuy: bool

+enterzone : bool

+ preupdate(t, d)





## Dialogue

+ stopMovement: int  
+ hasFinished: bool  
+ dialogue[]: string

+ SelectDialogue()  
+ DrawDialogue()