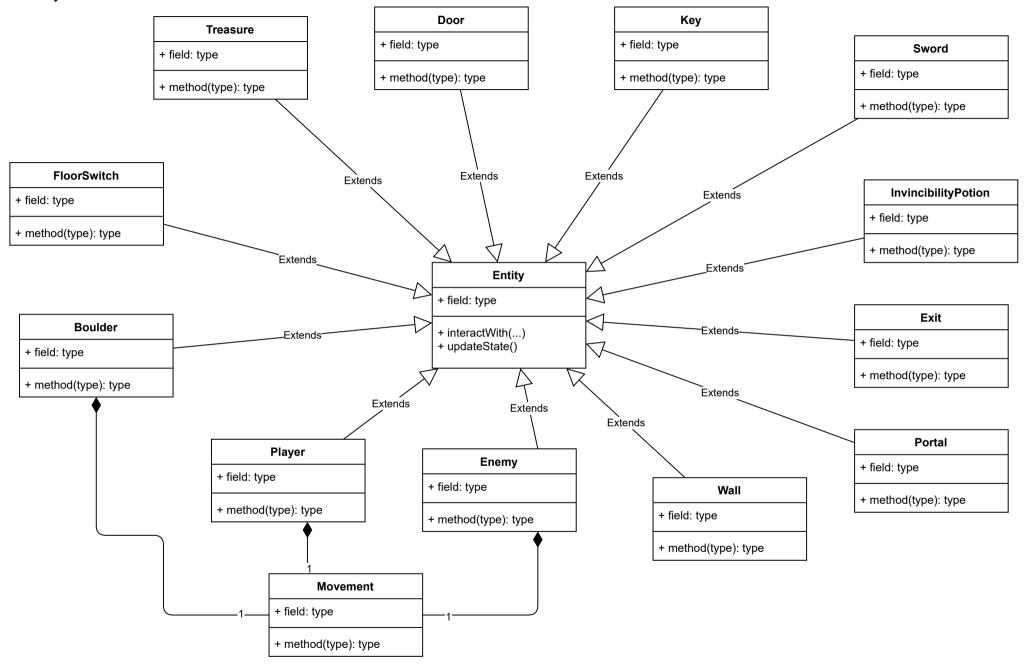
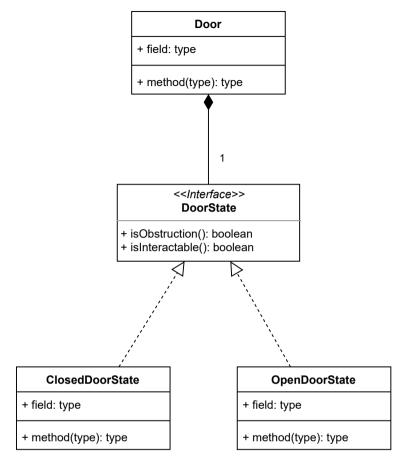
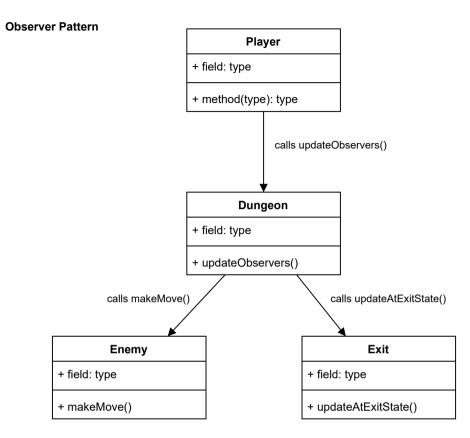


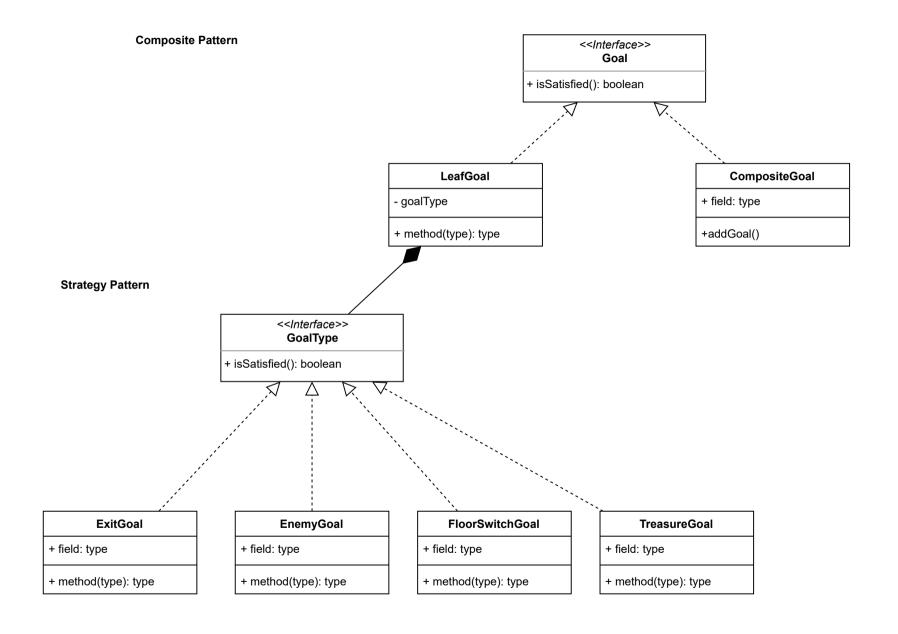
## **Entity Relations**



## **State Pattern**







## **Observer Pattern**



Enemy	calls incrementEnemiesKilled()	EnemyGoal
+ field: type	· · · · · · · · · · · · · · · · · · ·	+ field: type
+ method(type): type		+ method(type): type

FloorSwitch	calls incrementActiveSwitches() calls decrementActiveSwitches()	FloorSwitchGoal
+ field: type		+ field: type
+ method(type): type		+ method(type): type

