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| UI Mainframe |  |
| * Create Menu * Create/Display View * Create Game Object * Initiate Input Services | * Game Handler |

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| Game Handler |  |
| * Initialize Game object   + Create a Looper   + Create an empty View object   + Create Snake object   + Create Terrain   + Initialize the Game Timer   + Initialize the Player’s Score * Move Snake * Create Rotation Vector * Check “Game Over” * Update View * Display View | * UI Mainframe |

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| View Handler |  |
| * Resume Game * Pause Game * Destroy View | * Framework Handler |

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| Input Handler |
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| Snake |
| * Store Snake Size/Positions |