<<system>>

SBFServer

0..\*

0..\*

0..\*

0..\*

1

\*

Account

shipType

shipsInGame

gameSettings

actionsMade

accountStats

1

1

0..\*

1

1

1

1

1

1

1

action:String

affecting:String

madeBy:String

speed:Integer

radar:Integer

Ship

position:(Integer,Integer)

ShipState

InGameAction

1

SBFClient

\*

wins:Integer

losses:Integer  
gamesPlayed:Integer

Statistics

username:String

password:String

GameConditions

0..\*

money:Integer

asteroids:List

Game

turn:Integer

participant

0..\*

2

1

player