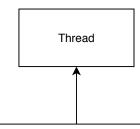


UserLevel3

- lives: int
- character: Stringdifficulty: String
- ~ UserLevel3(sqlHelper: SQLiteHelper, username: String)
- + getLives(): int
- + getCharacter(): String+ getDifficulty(): String
- ~ reduceLives

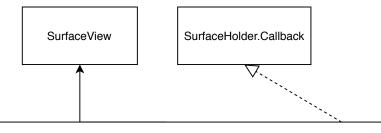
Manager

- myLittleDementors: ArrayList<Dementor>specialItems: ArrayList<SpecialItems>
- myBlasts: ArrayList<Blast>level3Player: PlayerObject
- gridWidth: intgridHeight
- killedDementorsCount: int
- player: UserLevel3
- ~ Manager(width: int, height: int, player: UserLevel3
- ~ getKilledDementorsCount(): int
- ~ getSpecialItems(): ArrayList<SpecialItems>
- ~ getMyBlasts(): ArrayList<Blast>
- ~ getGridWidth(): int
- ~ draw(canvas: Canvas)
- ~ updateDementor()
- killDementorByBlast()
- ~ updatePlayer()
- ~ updateBlasts()
- ~ updateSpecialItems()
- ~ createDementors()
- ~ createSpecialItems()
- ~ createBlast()
- ~ movePlayerRight()
- ~ movePlayerLeft()



Level3MainThread

- surfaceHolder: SurfaceHolder
- level3ActivityView: Level3ScreenView
- isRunning: boolean
- + canvas: Canvas
- ~ Level3MainThread(surfaceHolder: SurfaceHolder, level3ActivityView: Level3ScreenView)
- ~ setRunning(isRunning: Boolean)
- + run()



Level3ScreenView

- screenWidth: int
- screenHeightL int
- charWidth: float
- charHeight: float
- roomManager: Manager
- thread: Level3MainThread
- background: Paint
- level3Timer: Timer
- scorePaint: Paint
- + Level3ScreenView(context: Context)
- + Level3ScreenView(context: Context, attrs: AttributeSet)
- + Level3ScreenView(context: Context, attrs: AttributeSet, defStyle: int)
- init()
- + getCharWidth(): float
- + getCharHeight(): float
- + getRoomManager(): Manager
- + setBackground(a: int, r: int, g: int, b: int)
- + surfaceCreated(holder: SurfaceHolder)
- + surfaceChanged(holder: SurfaceHolder, format: int, width: int, height: int)
- + surfaceDestroyed(holder: SurfaceHolder)
- + draw(canvas: Canvas)
- updateDatabase(lives: int)
- + goToGameOver()
- goToPlayerStats(userOnScoreboard: String)