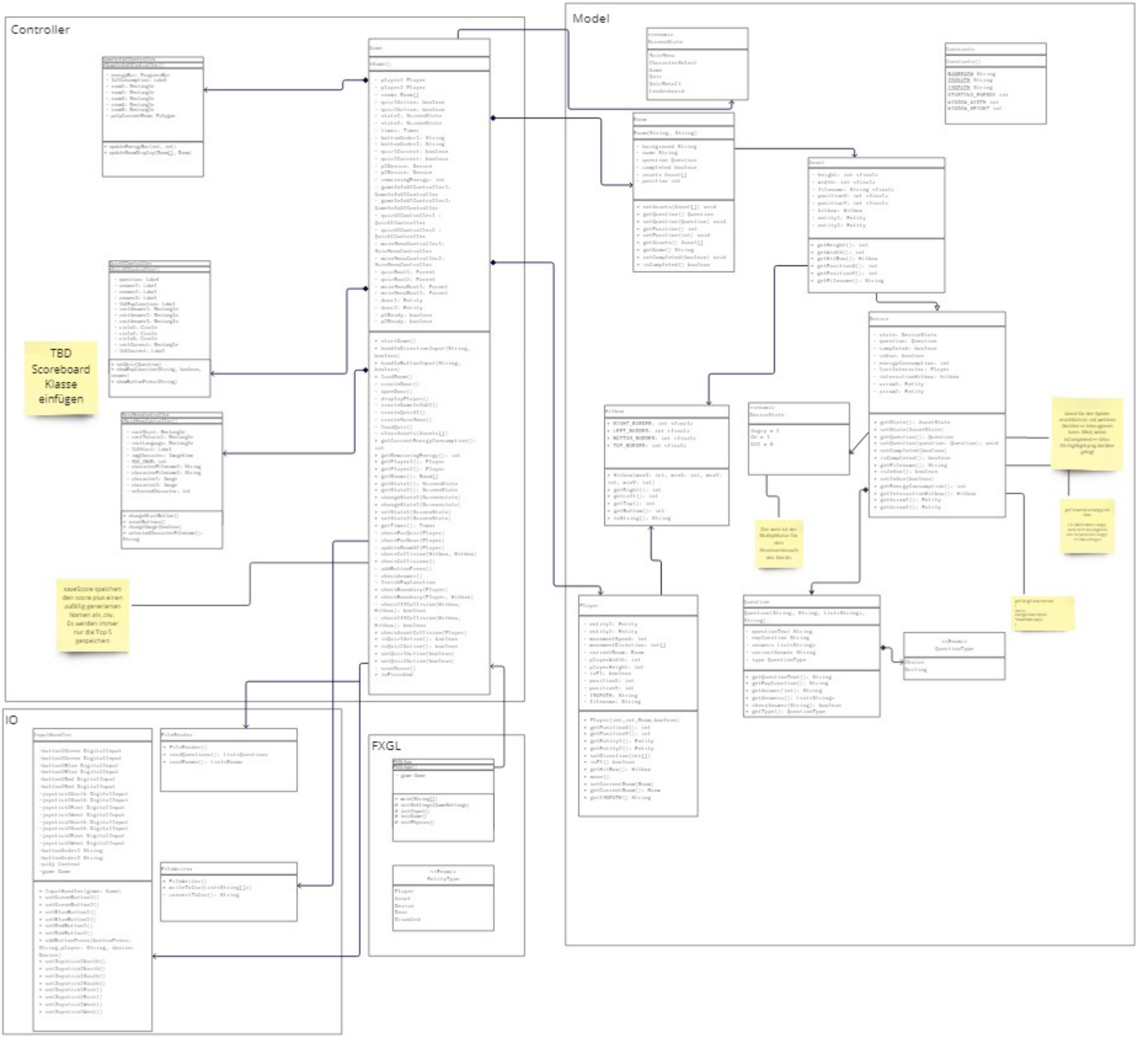
Controller
Model
IO
FXGL
TBD Scoreboard Klasse einfügen
saveScore speichert den score plus einen zufällig generierten Namen als .csv. Es werden immer nur die Top 5 gespeichert
Game
Room
Asset
Device
Wiihm
Player
Question
Constants
GameStates
DeviceStates
QuestionType
PlayerMoveHandler
FileReader
FileWriter
EntityType