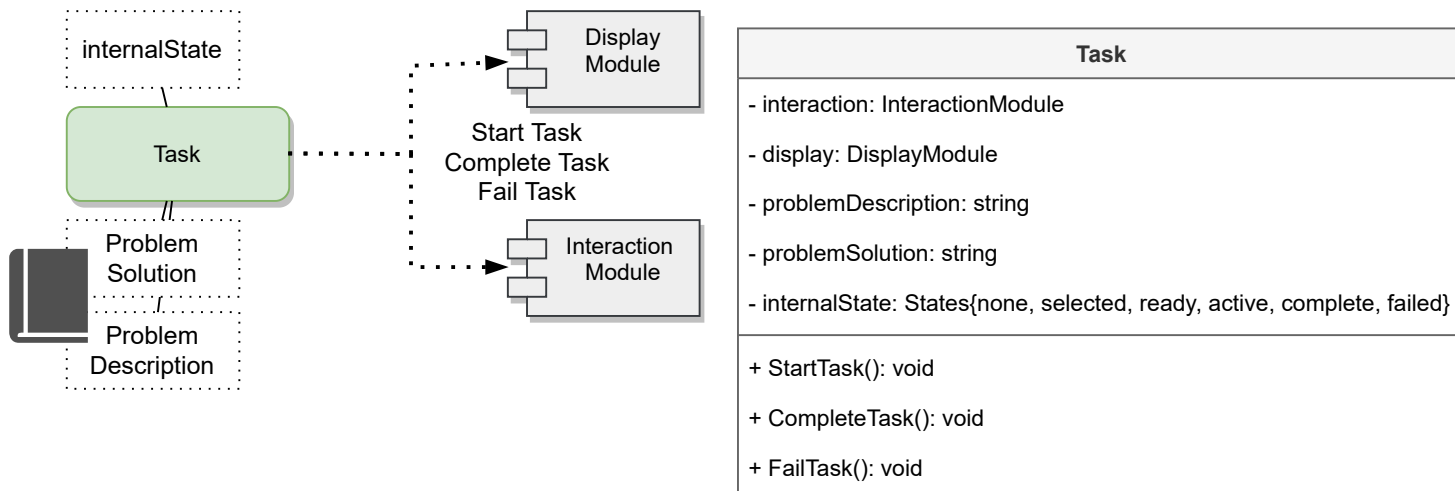


## Task - Module Relationship



Interaction Module
+ input: <T> + requirement: <T> + output: string
+ CheckSolution(input: <T>): boolean + SetupModule(task: Task): void + CompleteTask(): void + HandleWrongInput(): void

Display Module
+ message: <T> + presenter: GameObject (Text, State Change, ...)
+ DisplayWarningInformation(message: <T>, presenter: GameObject ): void + WrongSolution(message: <T>, presenter: GameObject ): void + ShowHint(message: <T>, presenter: GameObject ): void + SetupDisplay(): void + ResolveWarning(presenter: GameObject): void

Game Manager
+ displayModules: List<DisplayModule> + tasks: List<Task> + interactionModules: List<InteractionModule> - countdown: Timer - nextProblem: Task
+ SendTaskInformation(display: DisplayModule, task: Task): void + SendTaskInformation(interaction: InteractionModule, task: Task): void + ResolveError(task: Task): void + FailTaskOnTimer(task: Task): void + FailTaskOnError(task: Task): void + SelectNextTask(): void