Classes:

- game (main class)

- gameObject (abstract class)

- Character (Interface) // we don't need any object of character

: Appearance

: jump rate

- mainPlayer [implements Character]

: Weapon unlocked

- Obstacle (abstract class) // we don't need any object of obstacle

: Coordinate [obj]

- abstract Chest

: reward()

- Coin Chest

: Add coin()

- Weapon Chest

: Add Weapon()

- abstract Orcs (villan) [implements Character]

- Boss (more powerful one)

- green

- red

- Island

: count {122 locations}

: length {maybe}

- User

: gameState

: Username

: highScore / Coins collected

- Game state

: User (obj)

: mainPlayer (obj)

: Terrain (obj)

- Coordinates

: float x,y coordinates

- Terrain

// arrangement of different game object

- Menu

: load previous game()

: new game()

: Pause()

: Settings