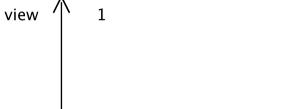
SnakeView + startButton : HtmlElement + user : String + password : String + update(SnakeGame model, List<Map> highscores) : void + generateField(SnakeGame model): void + showHighscore(SnakeGame model, List<Map> highscores): void + closeForm(): void + warn(String message): void view



SnakeGameController

+ snakeSpeed : Duration <<CONST>> + miceSpeed : Duration <<CONST>> + acceleration : Float <<CONST>>

+ snakeTrigger : Timer + miceTrigger : Timer

- gameOver(): void - newGame(): void - moveMice(): void

- moveSnake(): void

- increaseSnakeSpeed(): void

