

<<uses>>

GameContents <<abstract>>

GameContentsFactory

- List<GameContents>
- gameItems
- wheel gameWheel
- int score
- int lines
- int gridWidth
- int gridHeight
- boolean isDoubleArrow

+ Game3ContentsFactory()

+ setDoubleArrow()

+ getGridWidth()

+ getGridHeight()

+ getGameItems()

List<GameContents>

+ setScore(int)

+ getScore()

+ getLines(): int

+ update()

+ createGameItems(GameContents)

Arrow

- reachEnd

+ getTouch

+ getReach()

<<extends>>

<<extends>>

<<extends>>

Bow

Wheel

+ setSpeed()

- setLevel1Speed
- setLevel2Speed