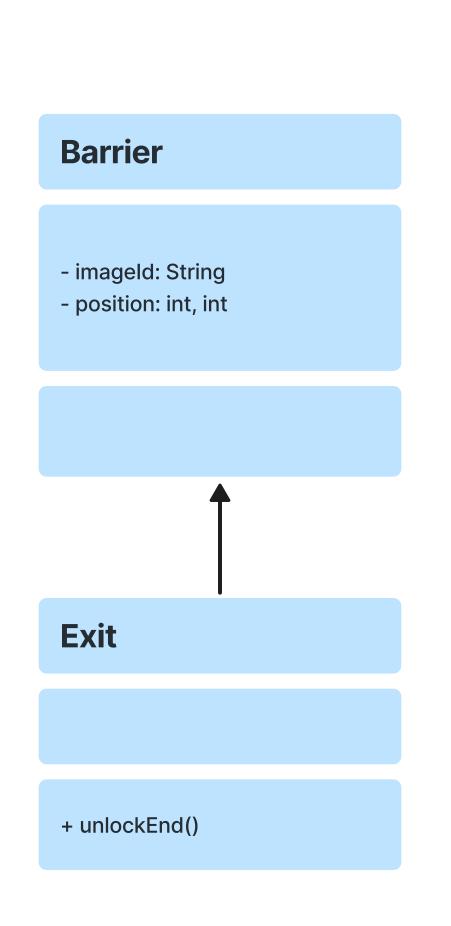
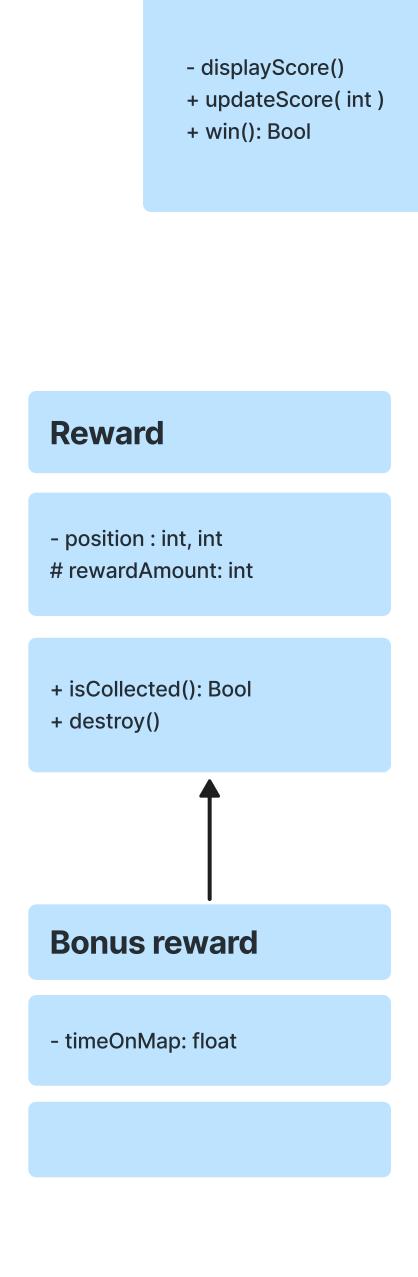
## **Board game factory** + createMainCharacter() + createStaticEnemy() + createMovingEnemy() + createRegularReward() + createBonusReward() + createBarrier() + createExit()





Map

- score: int

- time: Time

- characters: Array < Character>

- rewards: Array <Reward>

- barriers: Array <Barrier>

- regularRewardCounter: int

