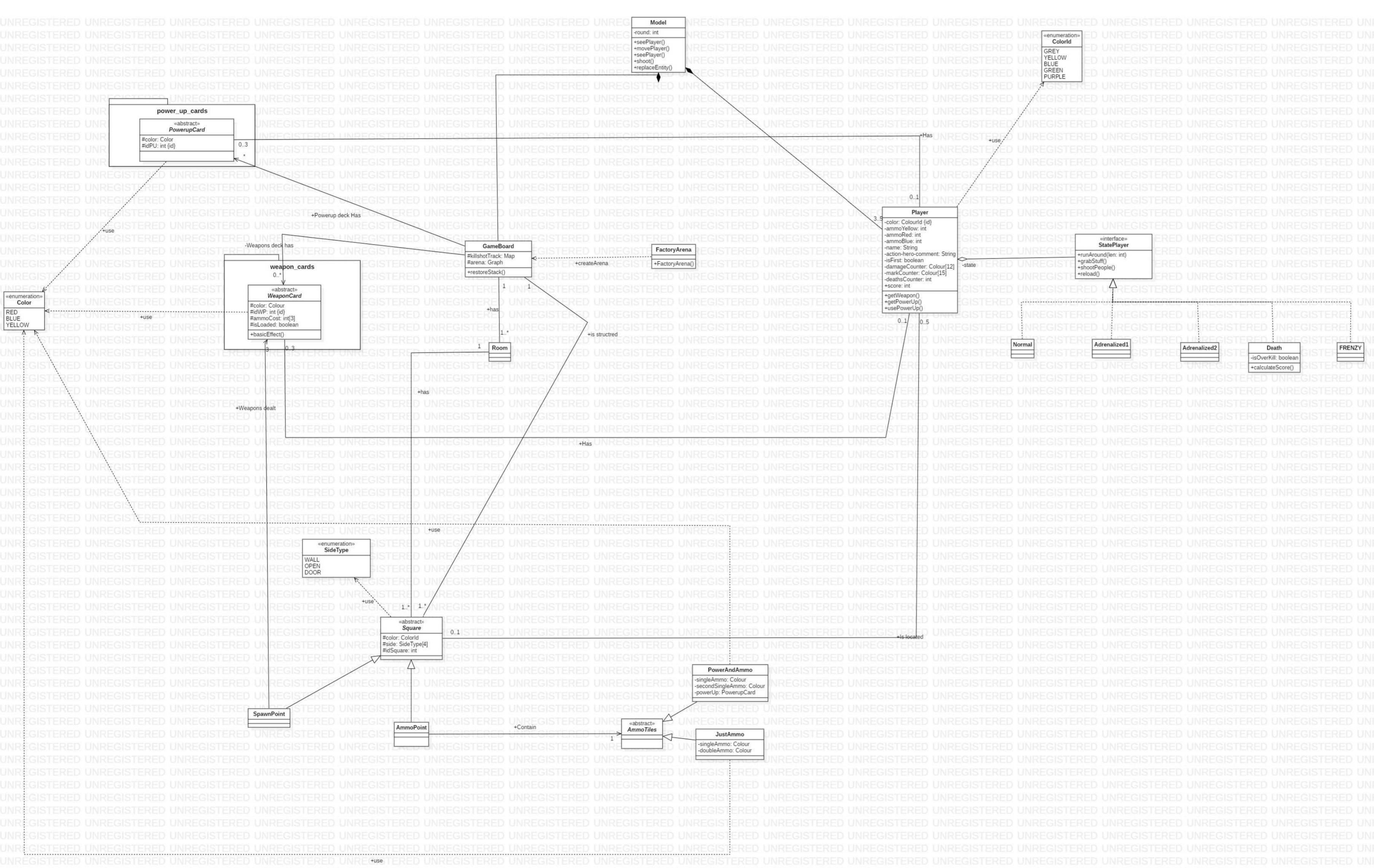
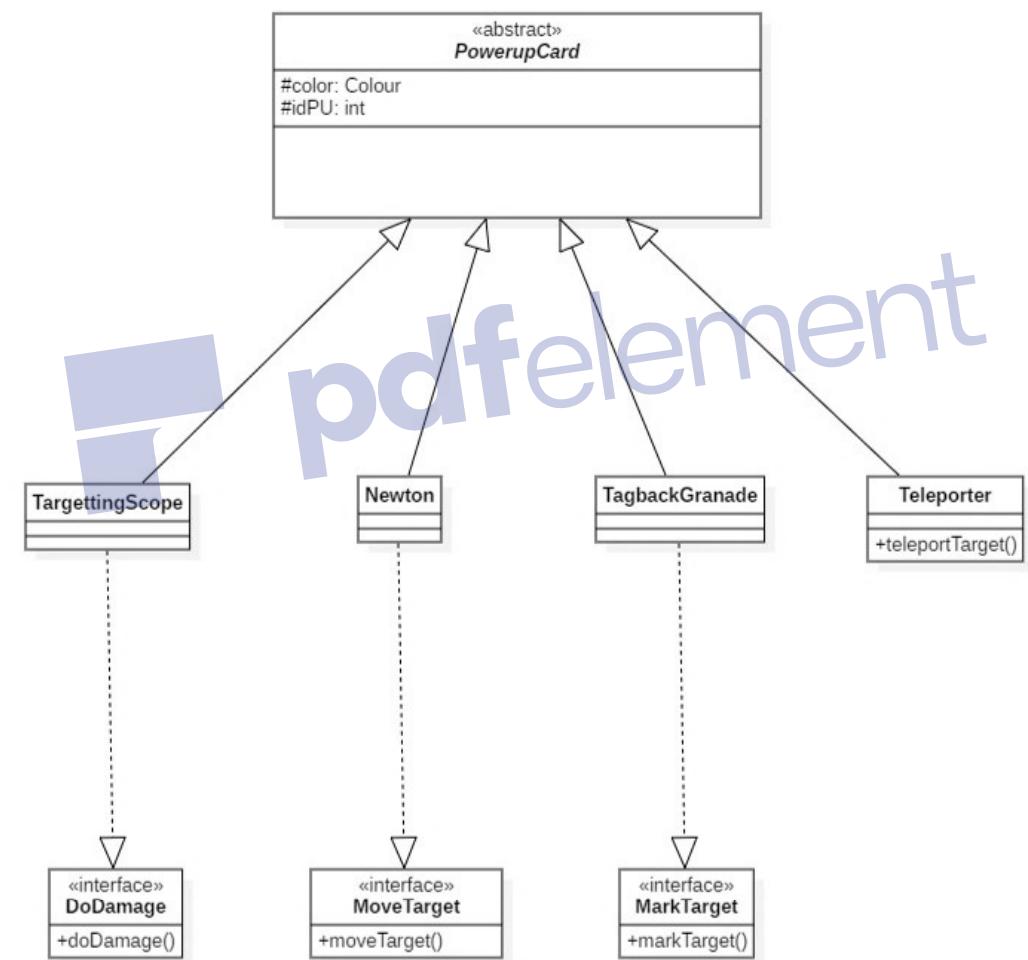


Controller

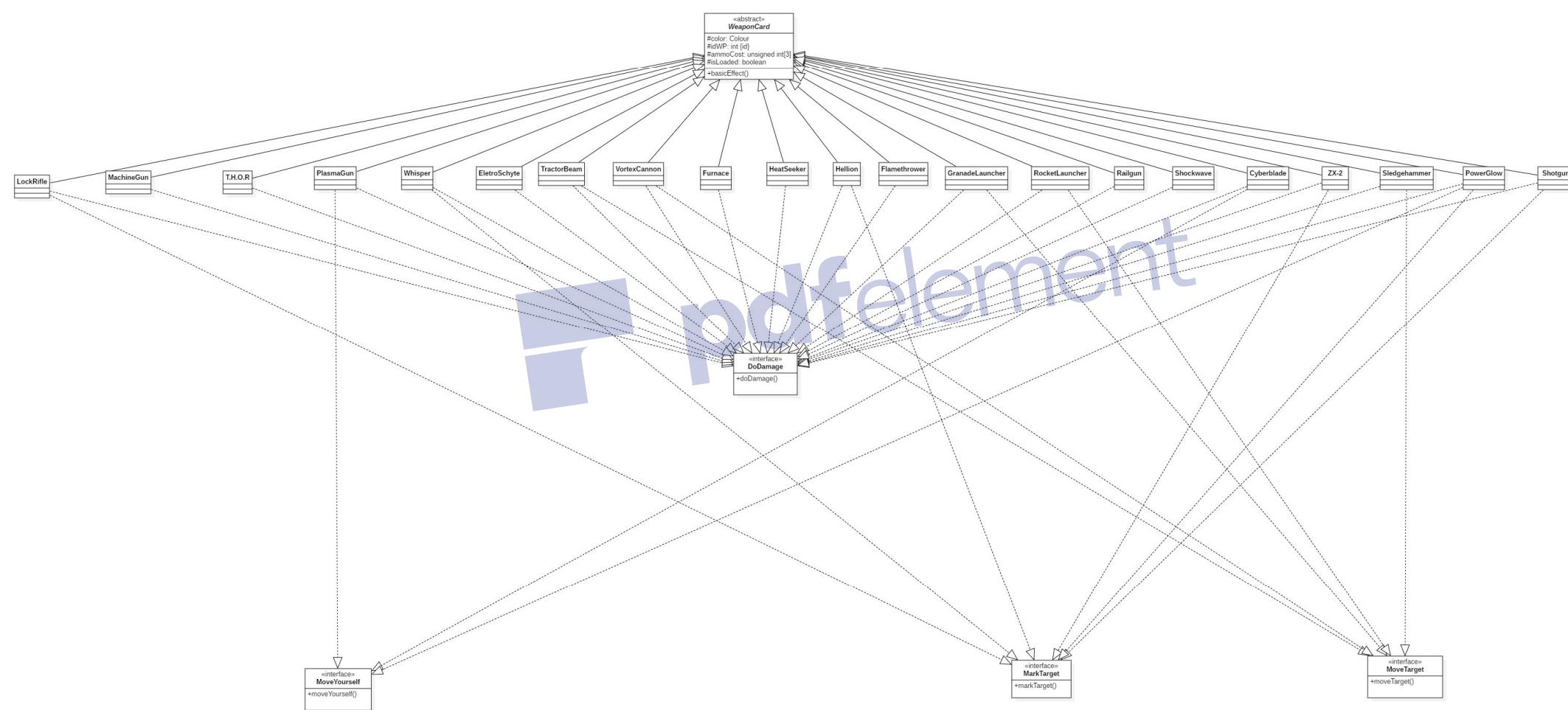
```
-model1: Model  
  
+createNewGame(idArena: int, players: ColorId[5], isFrenetic: boolean, onTerminator: boolean, numSkulls: int, firstPlayer: ColorID)  
+takePowerUp(player: ColorId)  
+spawn(player: ColorId, pointOfSpawn: Color)  
+usePowerUpTeleporter(player: ColourId, x: int, y: int)  
+usePowerUpNewton(player: ColourId, playerChosen: ColourId, x: int, y: int)  
+checkSquare(player: ColorId, isGrab: boolean)  
+moveInTo(player: ColourID, x: int, y: int)  
+checkForShoot(player: ColorId)  
+shoot(player: ColorId, nameWeapon: string, playerchosen: ColorId)  
+grab(player: ColorId)  
+checkAmmoForReload(player: ColorId)  
+reload(player: ColorId, nameWeapon: string)  
+calculateScoreEndRound()  
+resetPlayer(player: ColorId)  
+replenishBoard()  
+FinalScore()  
+finalFrenesy()
```



power_up_cards



weapon_cards



View
-playerOfRound: ColorId
+showMenu()
+newGame()
+showBoard()
+startRound(Player playofround)
+showPowerUp()
+selectPowerUp()
+showWeapons()
+selectWeapon()
+showAction()
+selectAction()
+startFrenesy()
+showFinalScore()
+showMessage(message: string)
+showError(message: string)
+showPlayerBoard()

