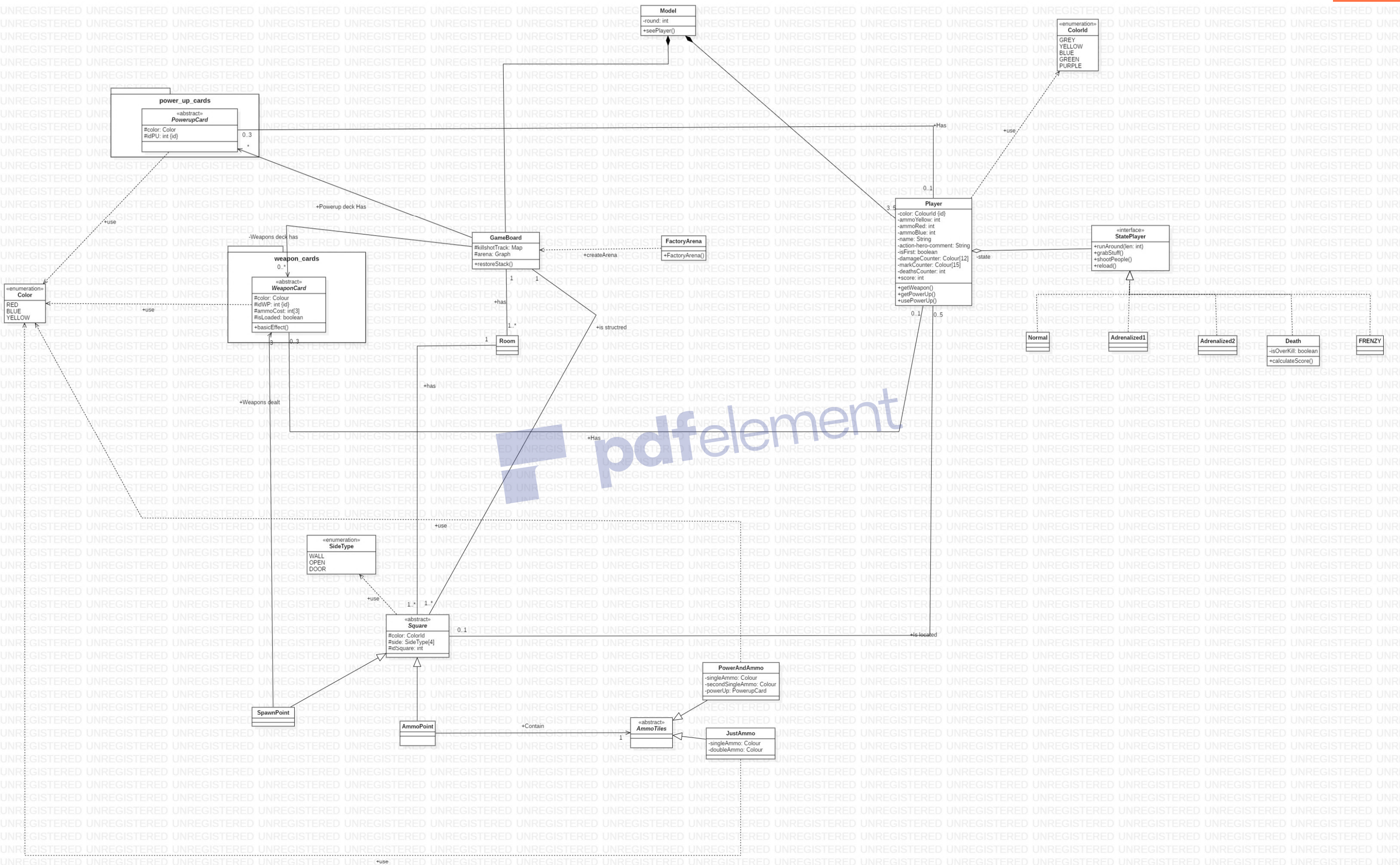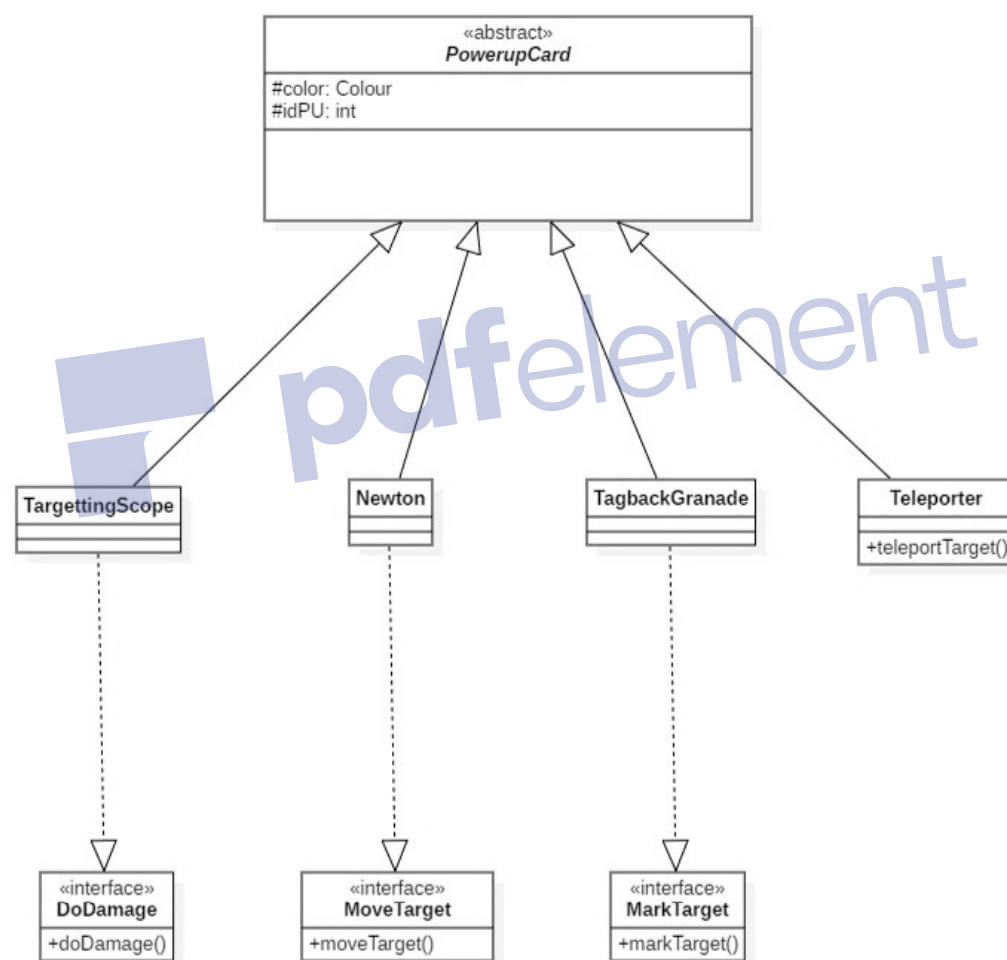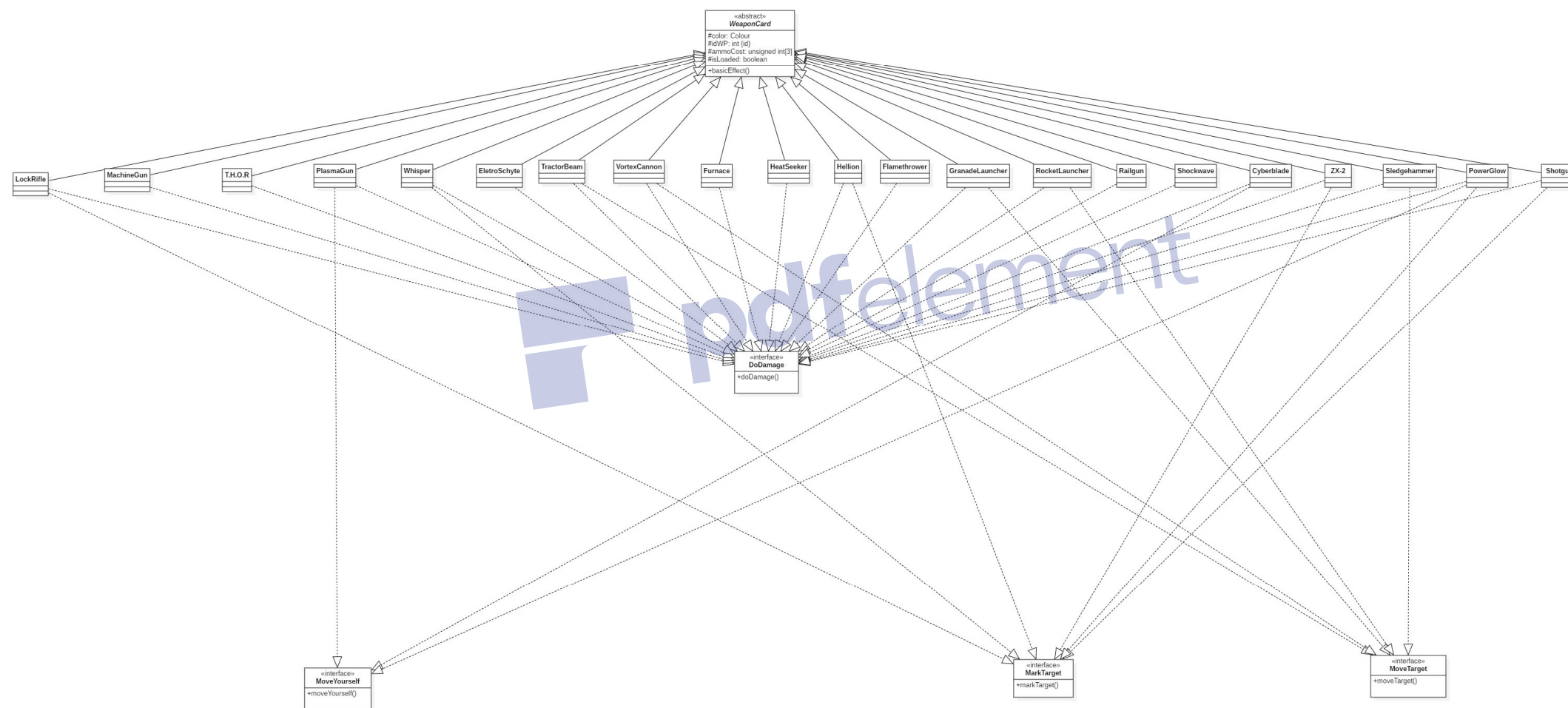| **Controller** |
|---|
| -model1: Model |
| +createNewGame(idArena: int, players: ColorId[5], isFrenetic: boolean, onTerminator: boolean, numSkulls: int, firstPlayer: ColorID)
+takePowerUp(player: ColorId)
+spawn(player: ColorId, pointOfSpawn: Color)
+usePowerUpTeleporter(player: ColourId, x: int, 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

```
                        «abstract»
                       PowerupCard
              ┌──────────────────────────┐
              │ #color: Colour           │
              │ #idPU: int               │
              ├──────────────────────────┤
              │                          │
              └──────────────────────────┘
```

TargettingScope

Newton

TagbackGranade

Teleporter
+teleportTarget()

«interface»
DoDamage
+doDamage()

«interface»
MoveTarget
+moveTarget()

«interface»
MarkTarget
+markTarget()

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()