GALAXY WARS
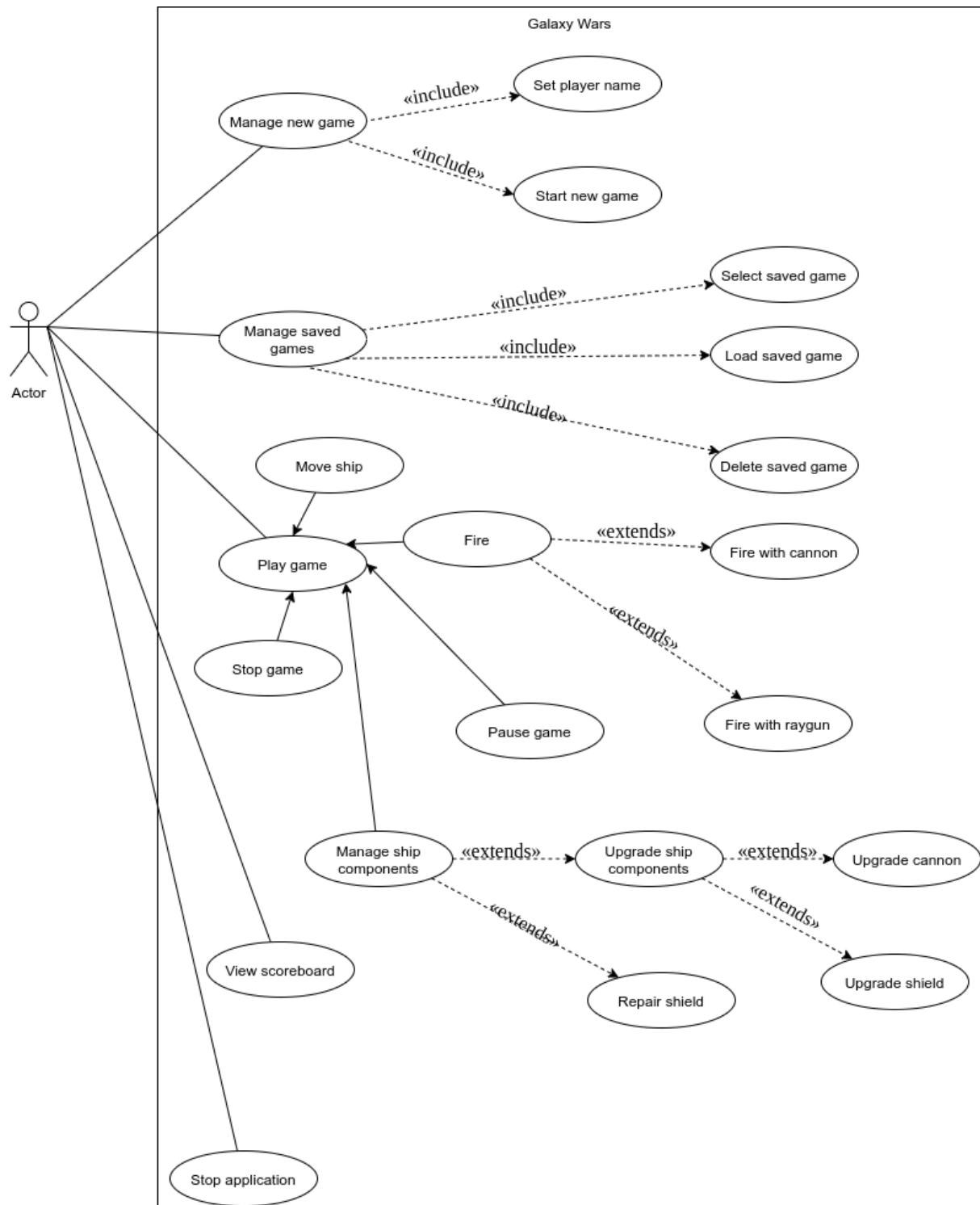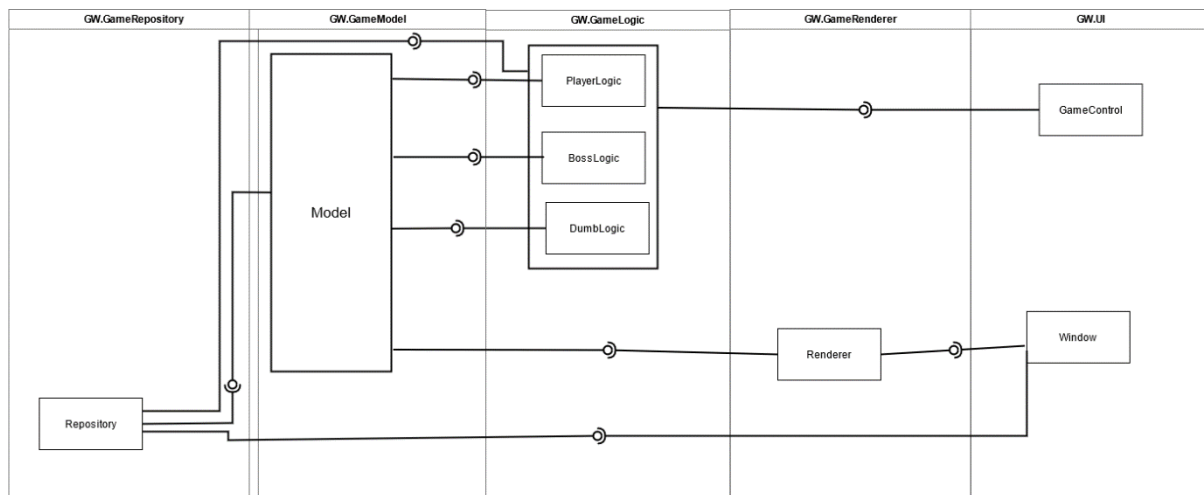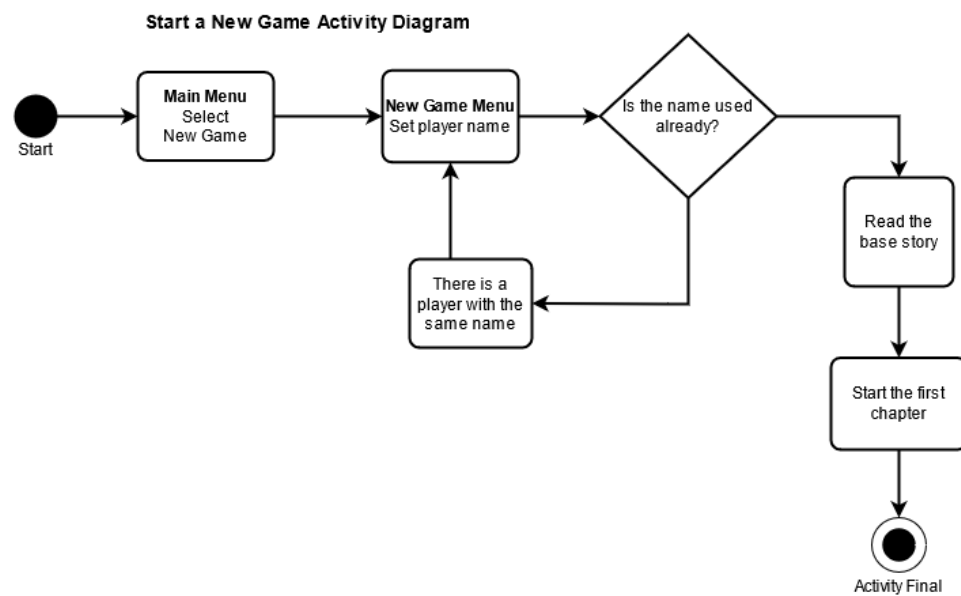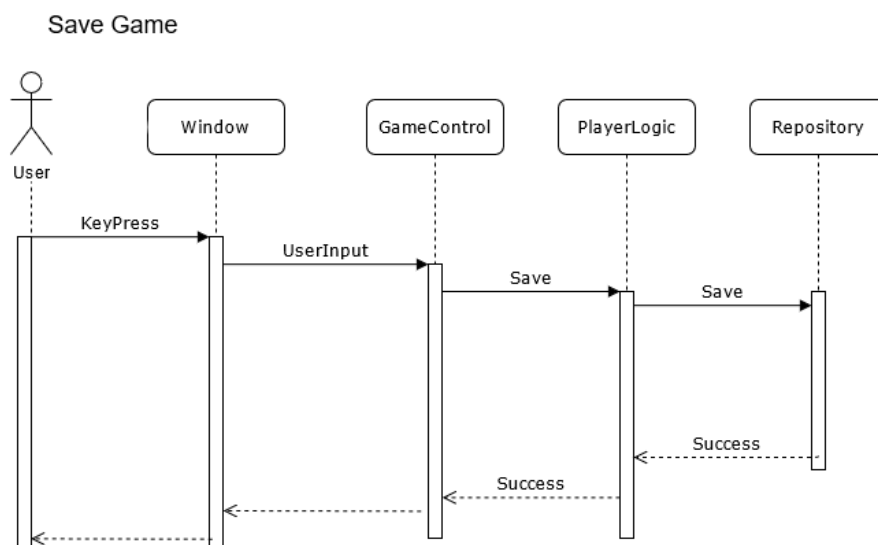
USE CASE DIAGRAM

COMPONENT DIAGRAM

ACTIVITY DIAGRAM

SEQUENCE DIAGRAM

INTERFACES

IGAMEMODEL

- double GetWidth();
- double GetHeight();
- int GetLevel();
- double GetScore();
- PlayerModel GetPlayer();
- IBossModel GetBoss();
- ICollection<IEnemyModel> GetEnemies();
- ICollection <IItemModel>GetItems();

IGAMELOGIC

- void OneTick();
- IGameModel GetModel();
- IStorageRepository GetStorageRepository();

ISTORAGEREPOSITORY

- IGameModel Load(string id);
- void Save(IGameModel model);
- void Delete(string id);
- Dictionary<string,string> GetAllSaves();
- ICollection<string> GetAllScores();

INTERFACES