

InputHandler
- keyMapping
+ onKeyPress (key): void

CollisionManager
+ checkCollisions (game: Game): void + resolveCollision (a, b): void

AIComponent
+ computeMove (enemy: Enemy, game: Game): direction

MapLoader
+ loadMap (filePath): Board + parseLayout (text): Board

GameController
- game: Game - timer: Timer
+ startGame(): void + processTick(): void + handleInput (key): void

SpriteManager
- sprites: Map <String, Image>
+ getSprite (name): Image

GameView
- game: Game - canvas
+ render(): void + drawCell (c: Cell): void + gameOver (status): void

HUD
- scoreLabel - timeLabel
+ updateScore (s: int): void + updateTimer (t: long): void