



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