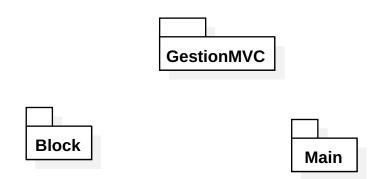
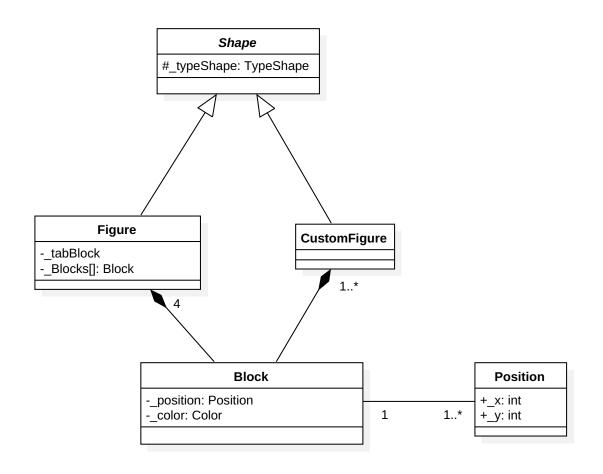
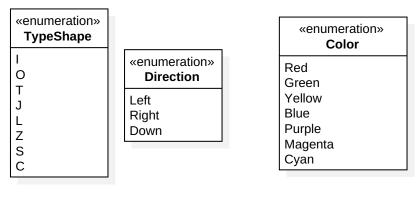
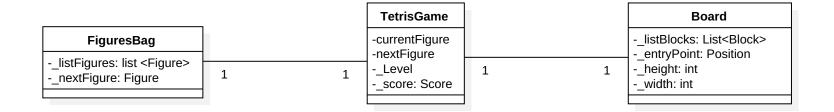
MCD::PackageDiagram1







MCD::Main::MainDiagram



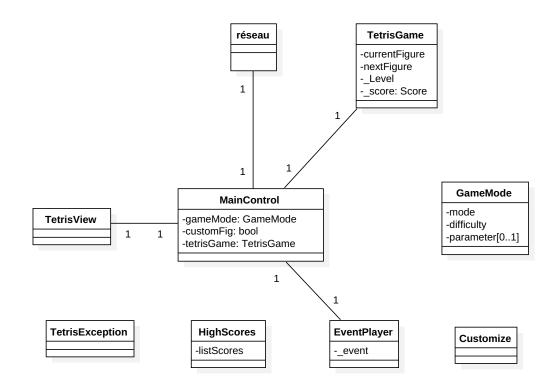
Score

-\_score -\_nbLines Level

-\_level

«enumeration» **Direction** 

Left Right Down



«enumeration» **Mode** 

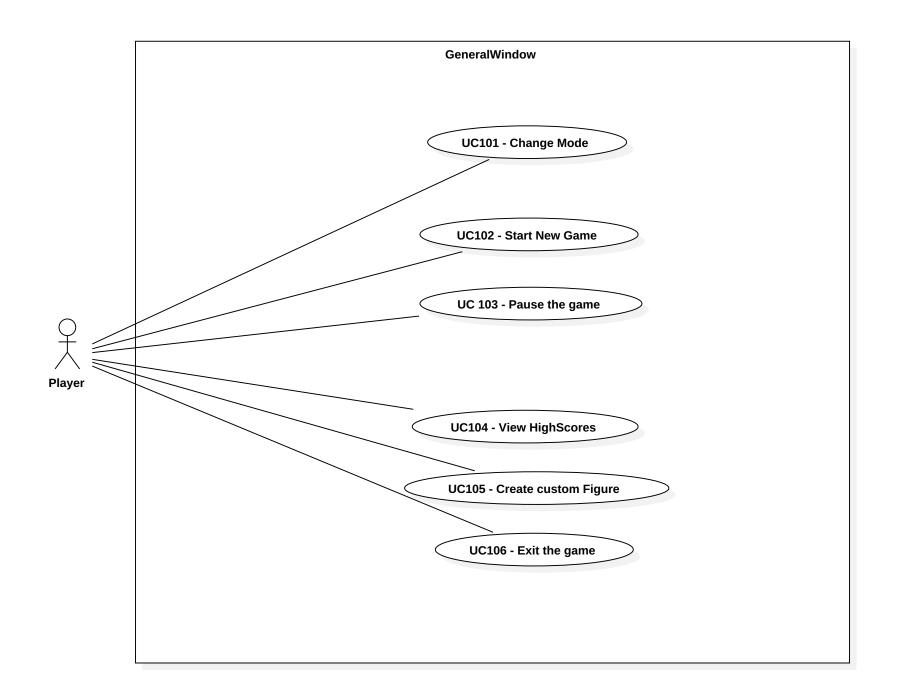
Normal NbOfLines MaxScore «enumeration»

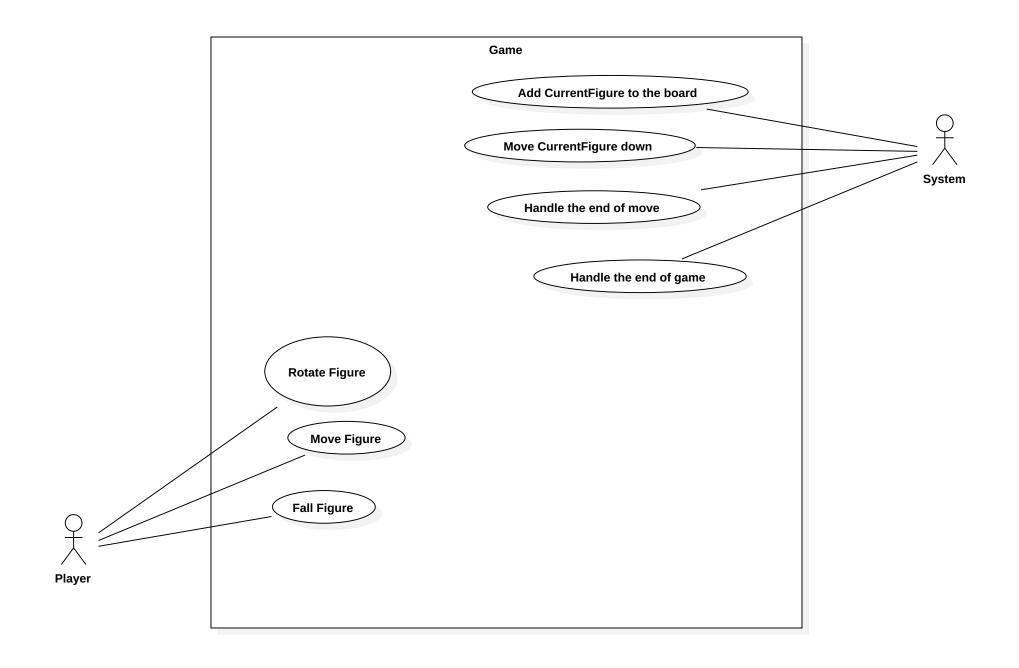
Difficulty

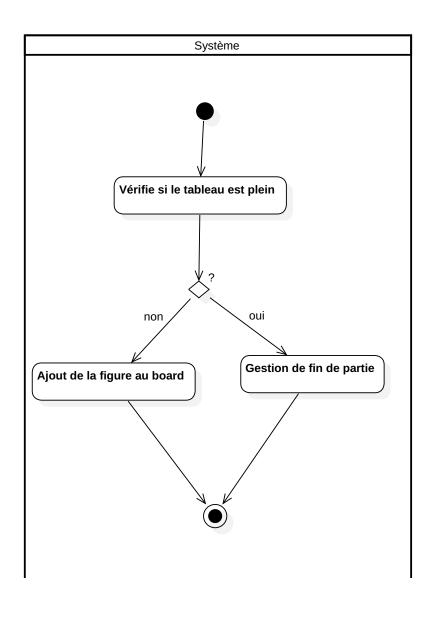
Easy Normal Hardcore MCT::ClassDiagram1

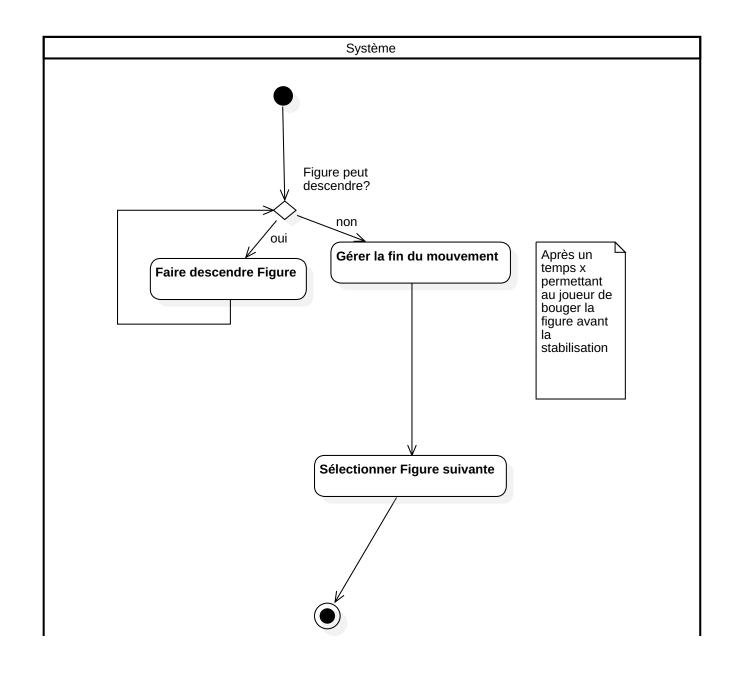
SS1 - General

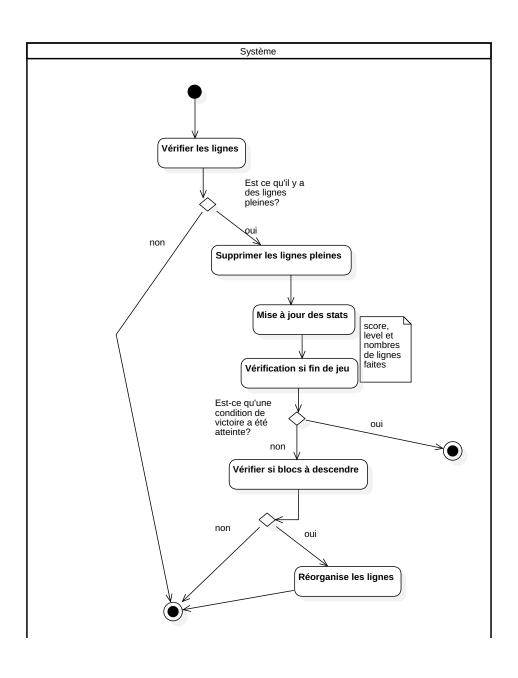
SS2 - Game

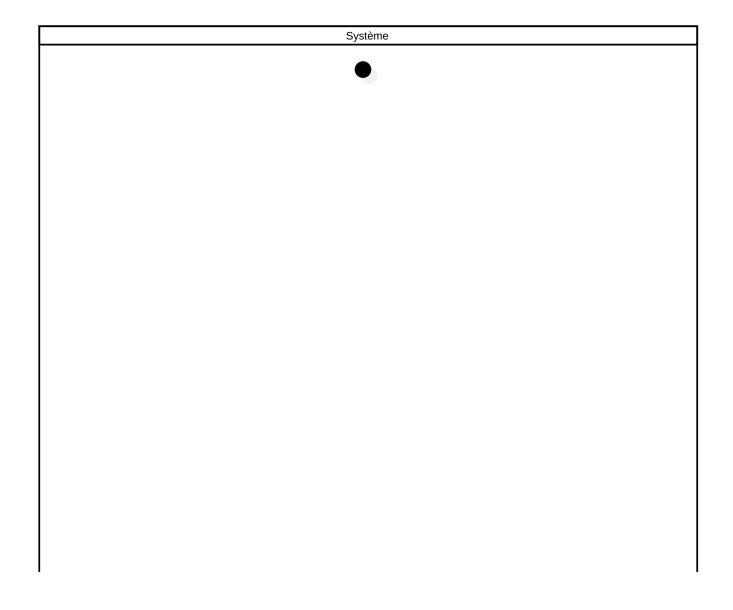


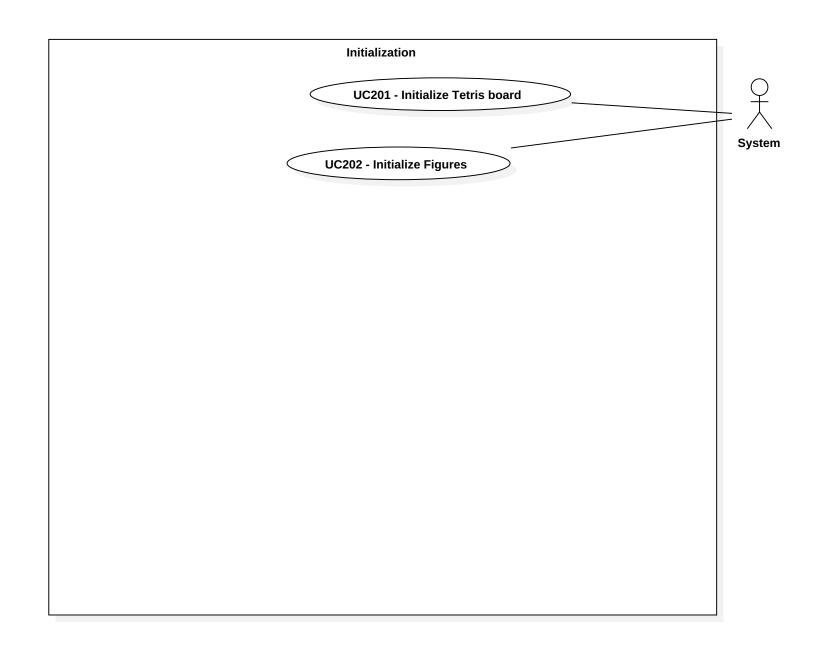


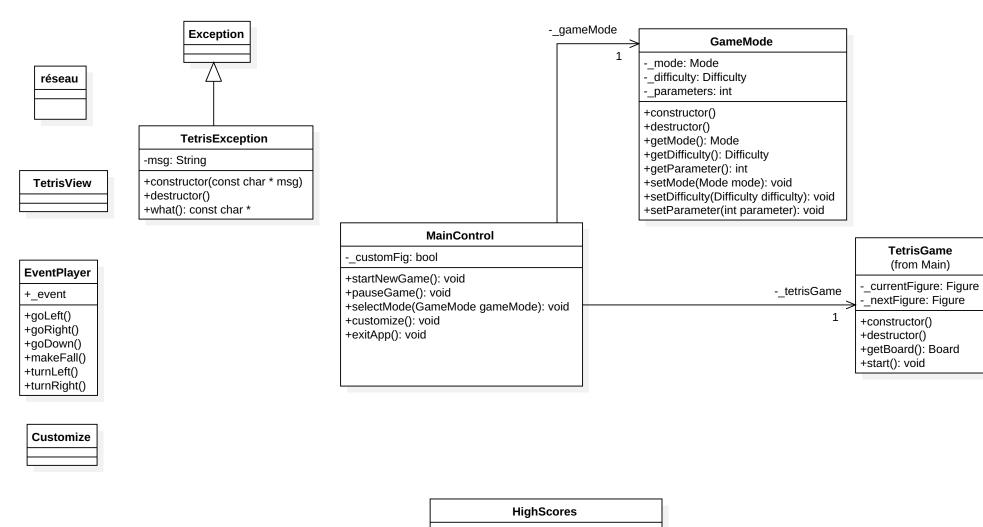












## «enumeration» **Mode**

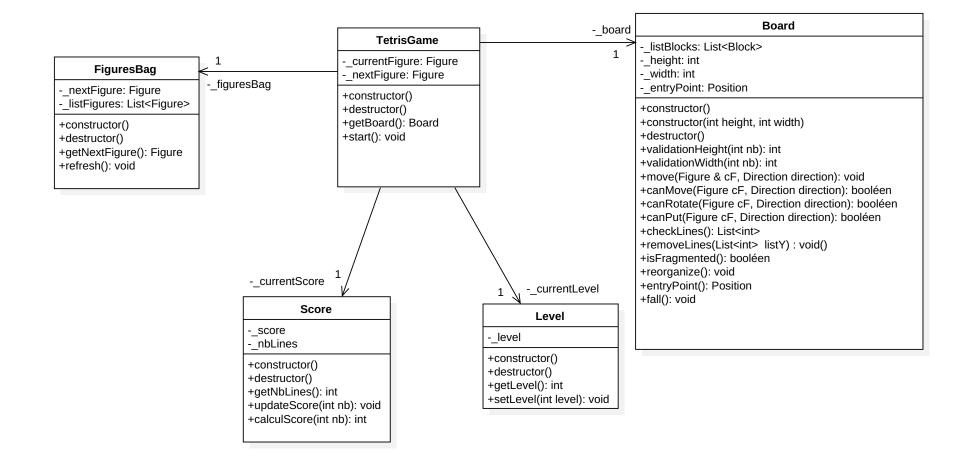
Normal NbOfLines MaxScore «enumeration» **Difficulty** 

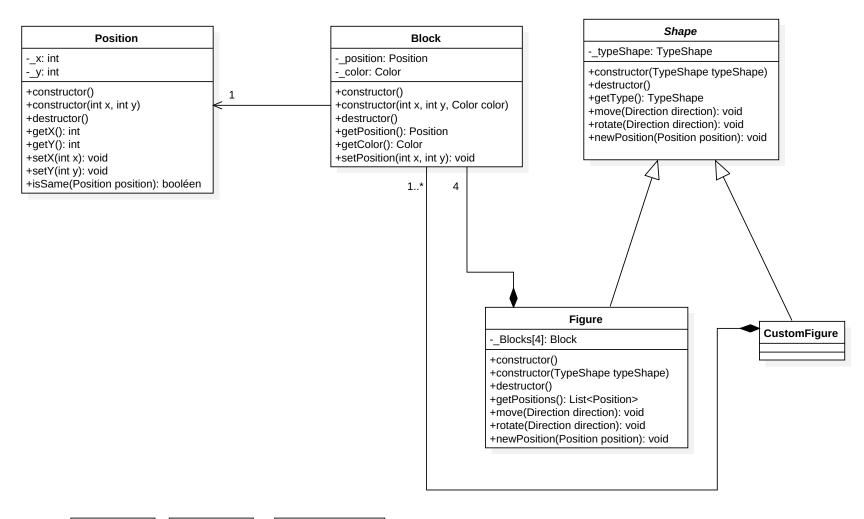
Easy Normal Hardcore -\_listScores : List<pair<string, Score>>

+constructor() +destructor()

+getScores(): List<pair<string, Score>>()

+saveScore(): void





## «enumeration» TypeShape I O T J L Z S C

## «enumeration» Direction Left Right Down

