```
World
+ myDestructionListener# mWindow
# mMouseHandler
# mLeftMost
# mRightMost
# mDownMost
# mUpMost
# mCurLeftMost
# mCurRightMost
# mCurDownMost
# mCurUpMost
# mx
# my
# physics

    myContactListener

    popupMsg

    popupl

    popupR

    popupD

 popupU

    frameBody

    requiringKey

- bindMsg
+ World()
+ ~World()
+ setView()
+ setGLOrtho()
+ step()
+ getScale()
+ getFrameBody()
+ getReferee()
+ getWindow()
+ requireKey()
# drawAll()
# displayPopup()
# cancelPopup()
# getPopup()
# playerKeyDown()
examContact()
- checkKeyboard()
             Δ
        MainWorld

    buildFrame

    cancelButton

    status

    level

    enemies

    levelMsg

- buildingMsg1

    buildingMsg2

- BUILD_W
- BUILD_H
- BATTLE_
- BATTLE_
+ MainWorld()
+ ~MainWorld()
+ notifyLaunch()
+ cancelBattle()
+ step()
- makeBuildingButtons()
makeBattleButtons()
- launch()
focus()
- loadLevel()
- levelCleared()
playerKeyDown()
```