

«enumeration» <b>State</b> (from game)
STARTED PAUSED STOPPED

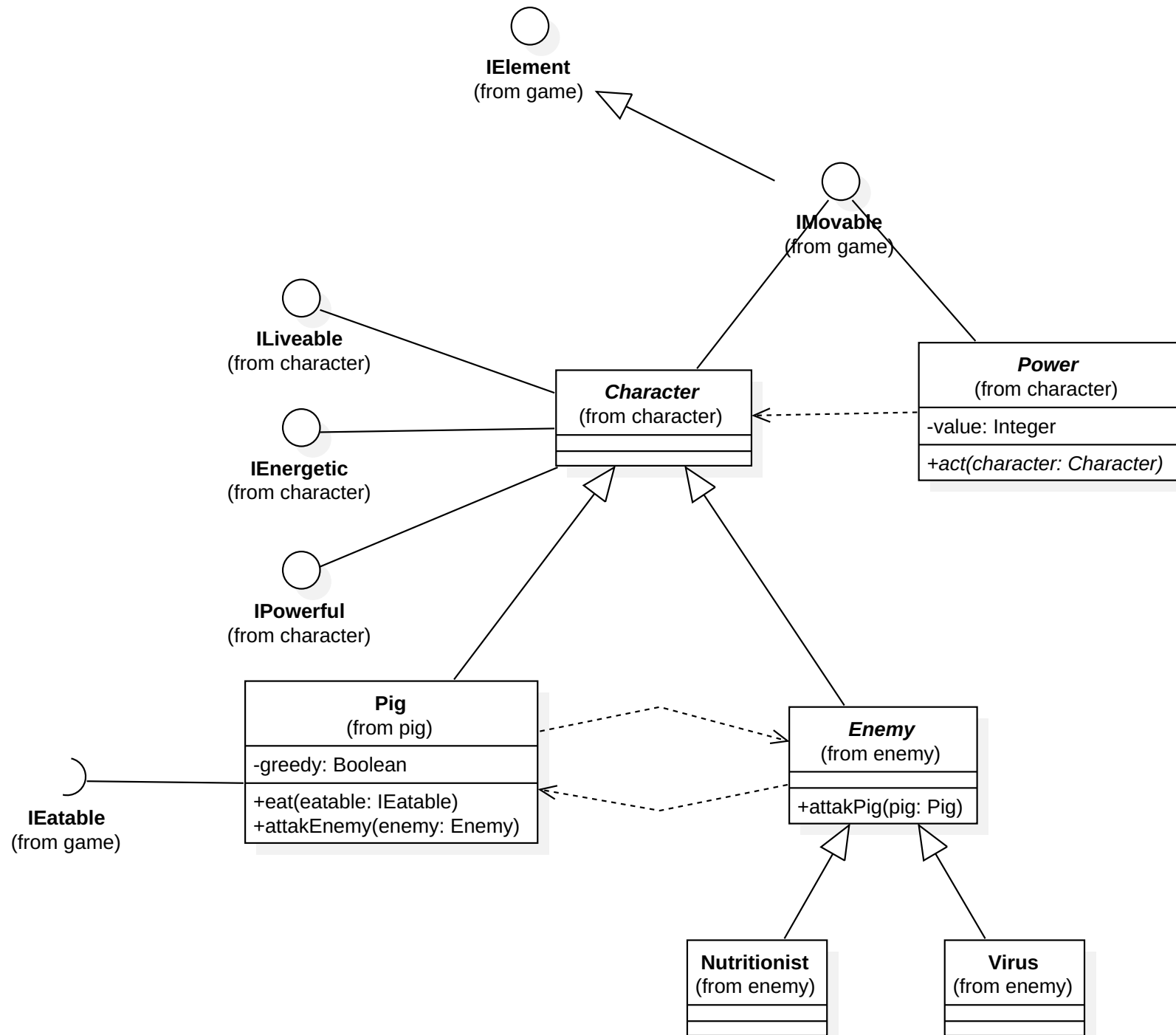
<b>Game</b> (from game)
-state: State -level: Level -result: Result -score: Integer -dateCreation: Timestamp -dateLastUpdate: Timestamp

«enumeration» <b>Level</b> (from game)
EASY NORMAL HARD

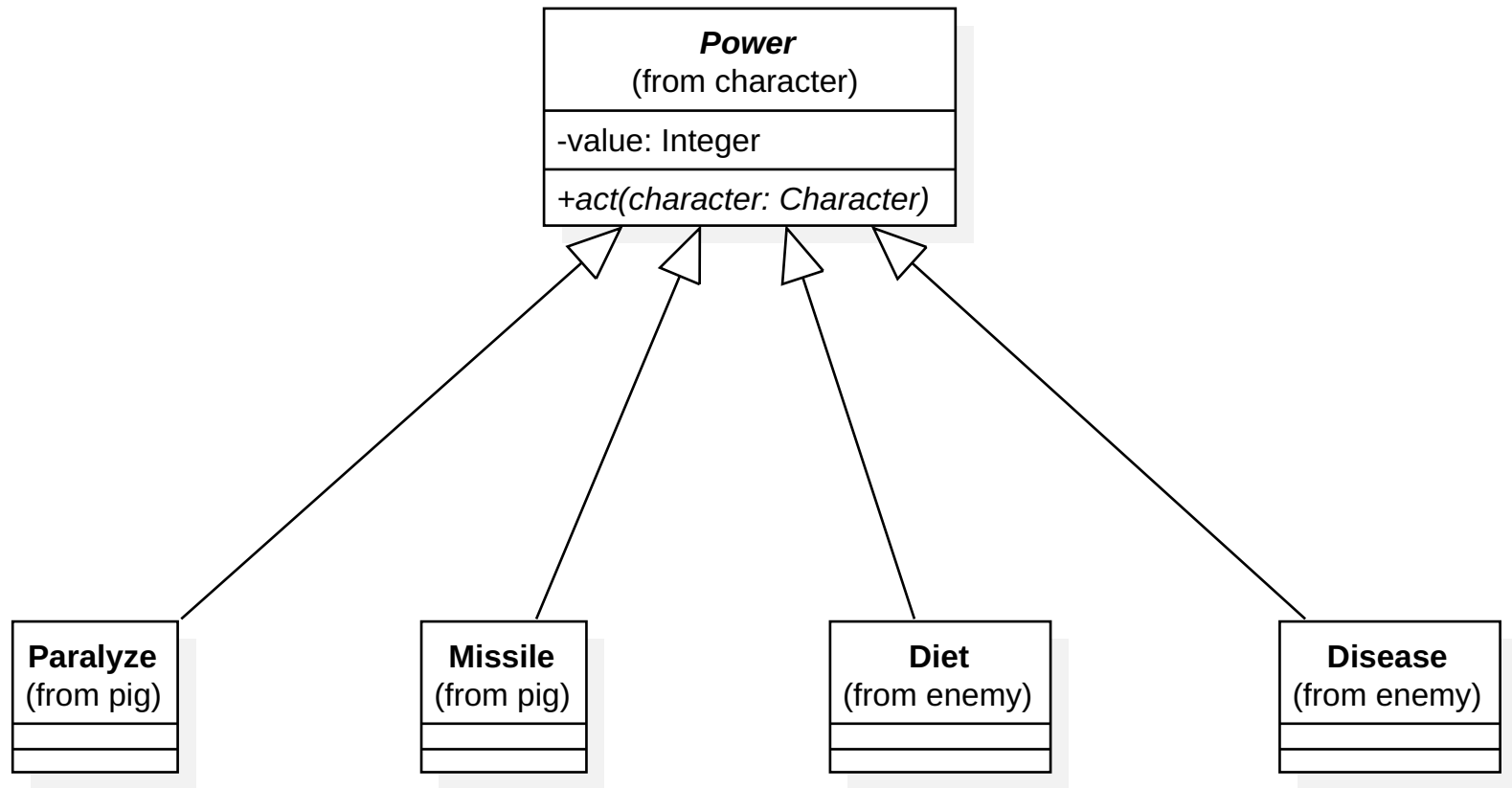
«enumeration» <b>Direction</b> (from game)
NORTH SOUTH WEST EAST

«enumeration» <b>Result</b> (from game)
WIN LOOSE

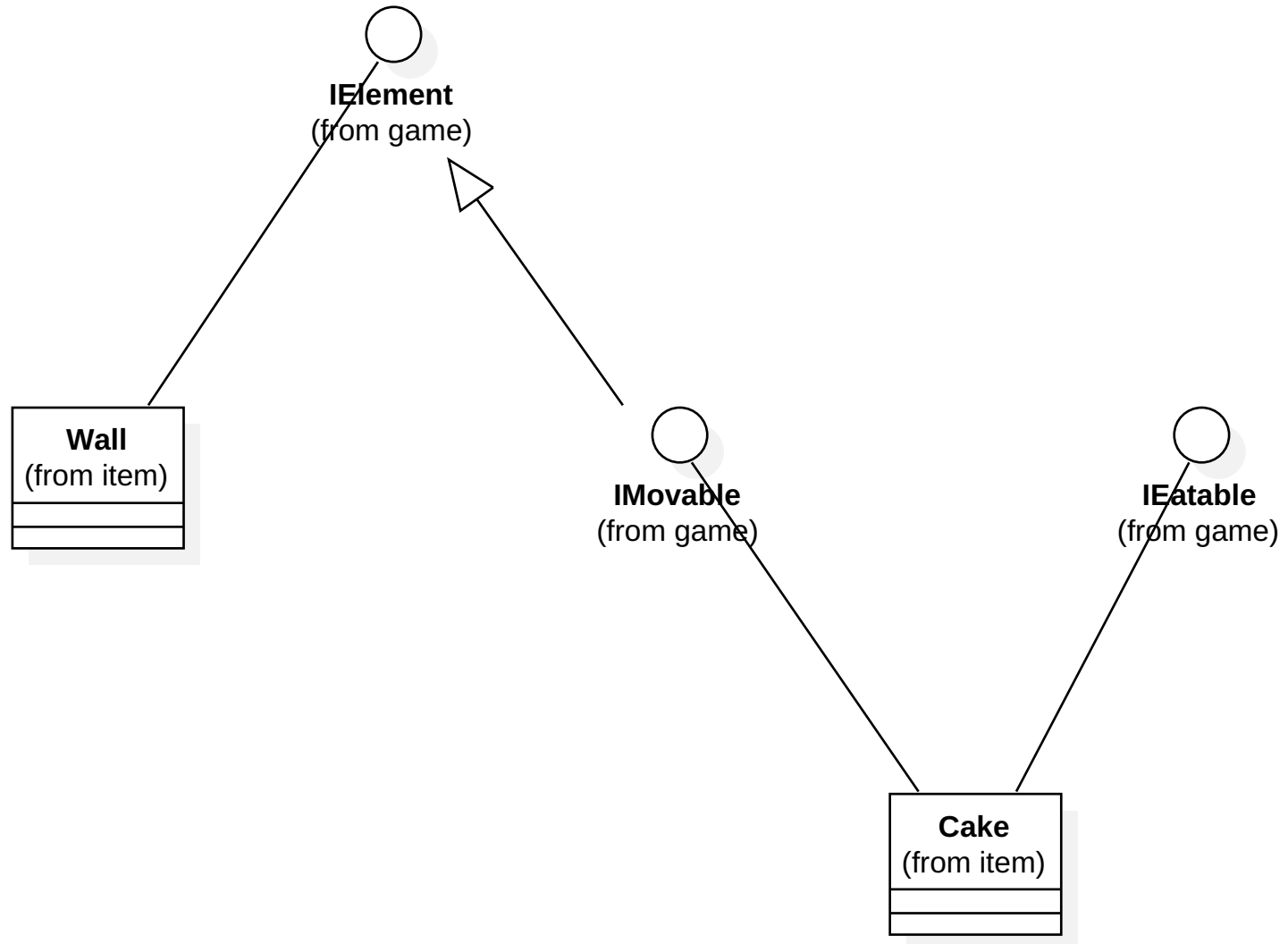
class::Character



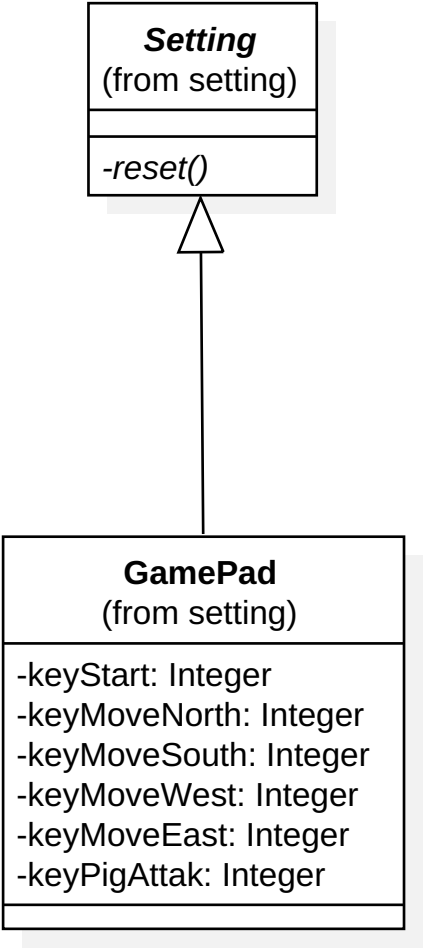
class::Power



class::Item



class::Setting



class::View

