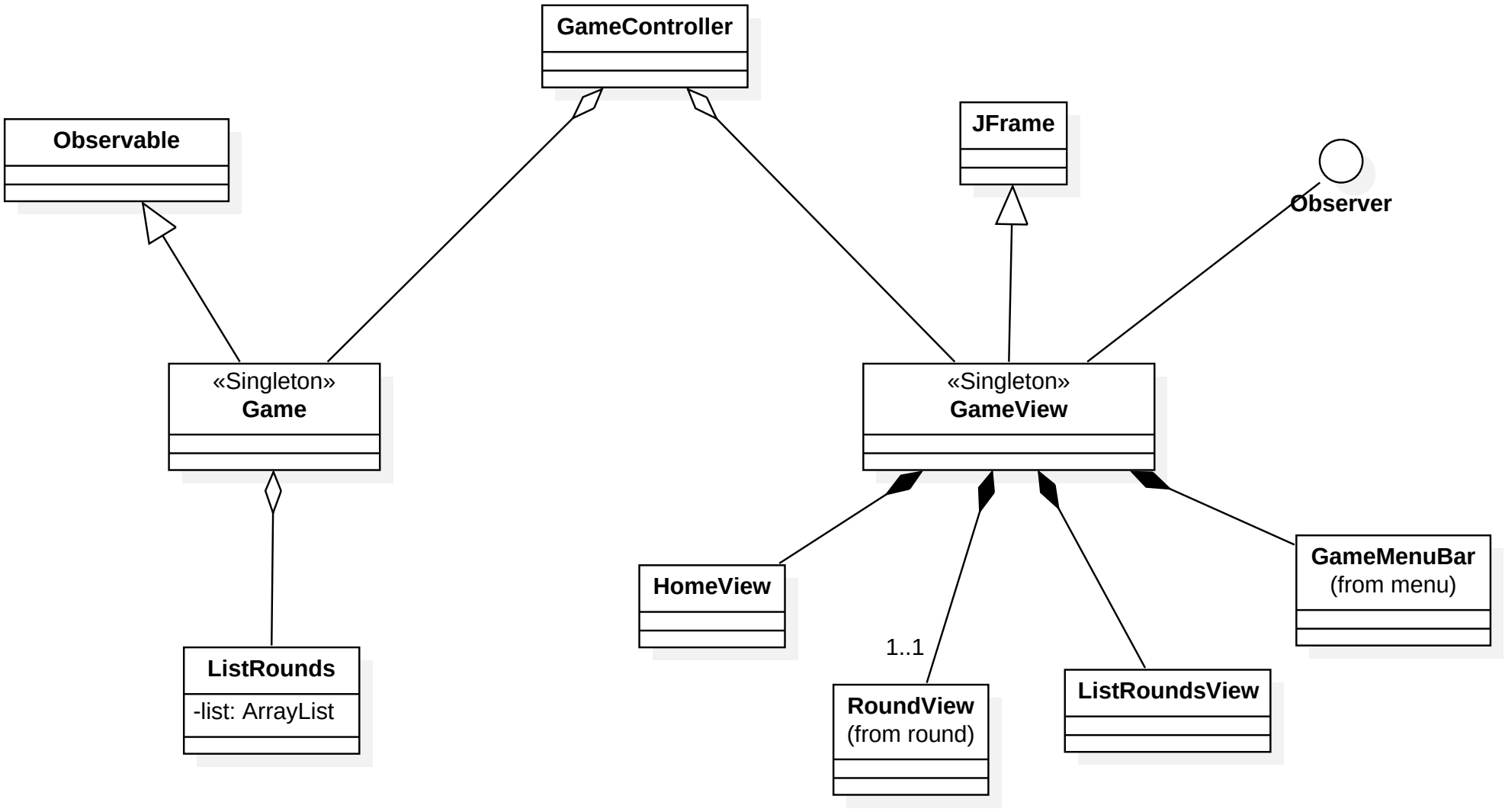
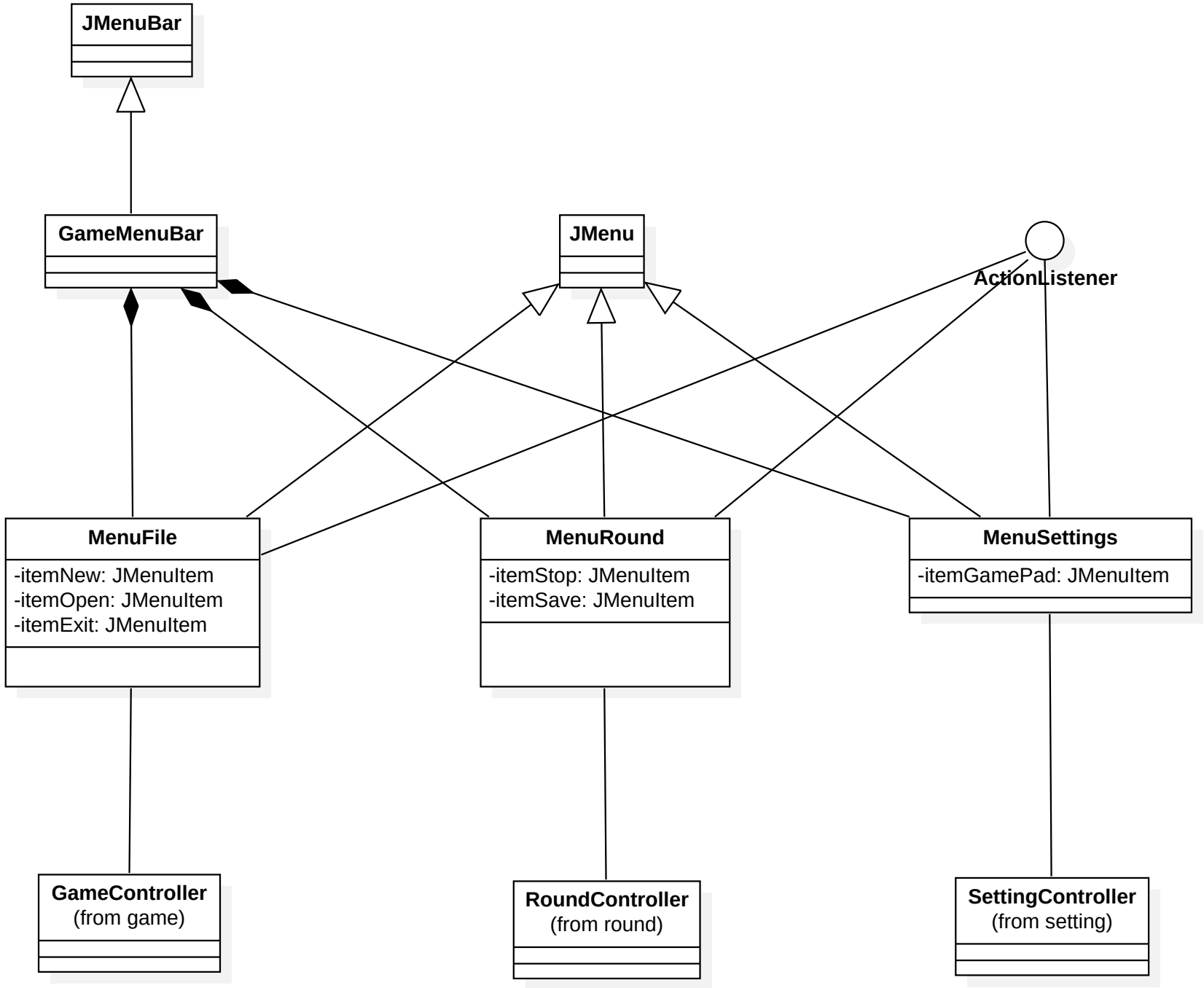
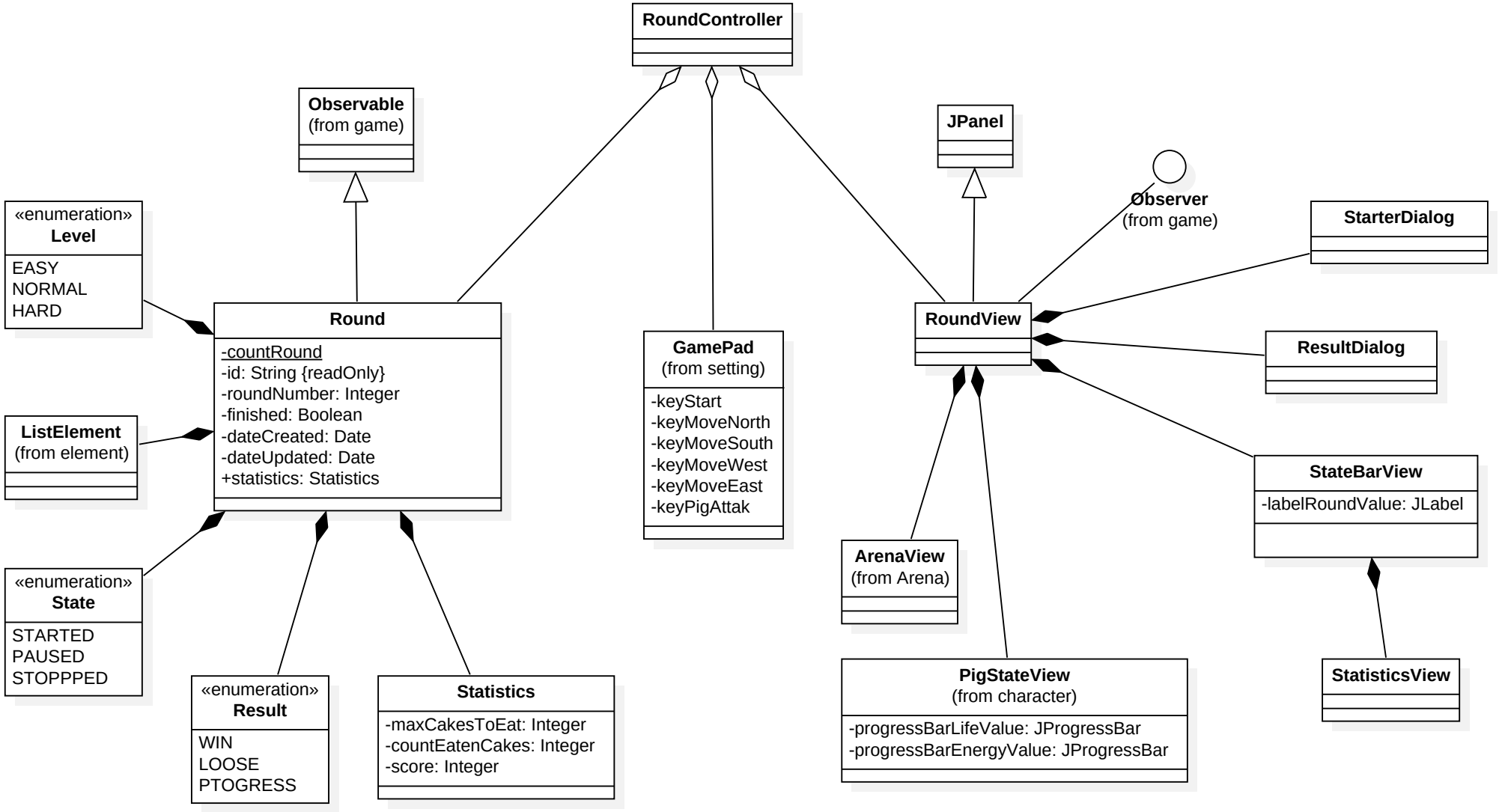
game::Game


GameController
Observable
JFrame
Observer
«Singleton»
Game
«Singleton»
GameView
HomeView
GameMenuBar
(from menu)
1..1
ListRounds
-list: ArrayList
RoundView
(from round)
ListRoundsView

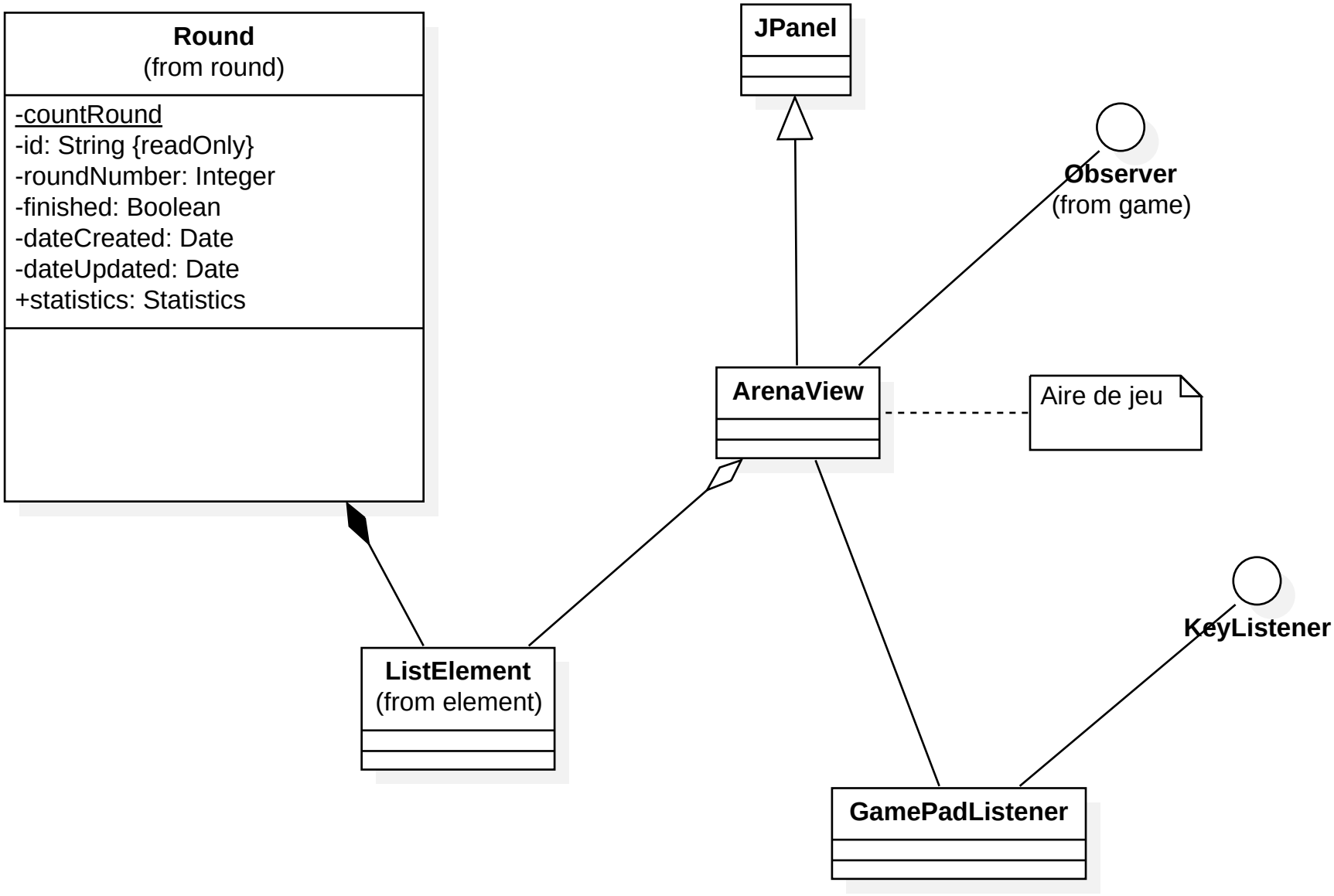
game::menu::Menu



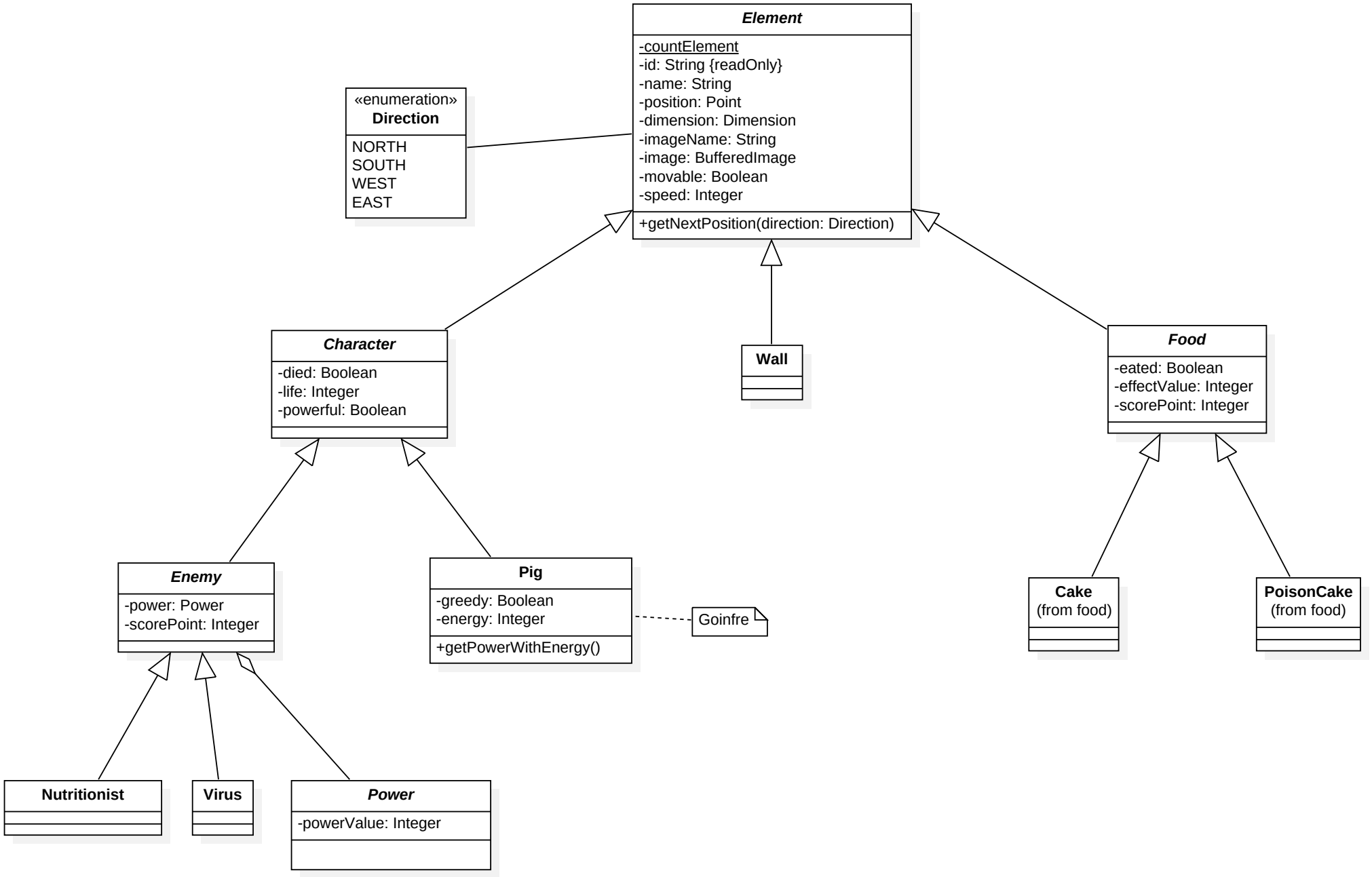
round::Round


RoundController
Observable
(from game)
JPanel
Observer
(from game)
StarterDialog
«enumeration»
Level
EASY
NORMAL
HARD
Round
-countRound
-id: String {readOnly}
-roundNumber: Integer
-finished: Boolean
-dateCreated: Date
-dateUpdated: Date
+statistics: Statistics
GamePad
(from setting)
-keyStart
-keyMoveNorth
-keyMoveSouth
-keyMoveWest
-keyMoveEast
-keyPigAttak
RoundView
ResultDialog
ListElement
(from element)
StateBarView
-labelRoundValue: JLabel
«enumeration»
State
STARTED
PAUSED
STOPPPED
ArenaView
(from Arena)
«enumeration»
Result
WIN
LOOSE
PTOGRESS
Statistics
-maxCakesToEat: Integer
-countEatenCakes: Integer
-score: Integer
PigStateView
(from character)
-progressBarLifeValue: JProgressBar
-progressBarEnergyValue: JProgressBar
StatisticsView

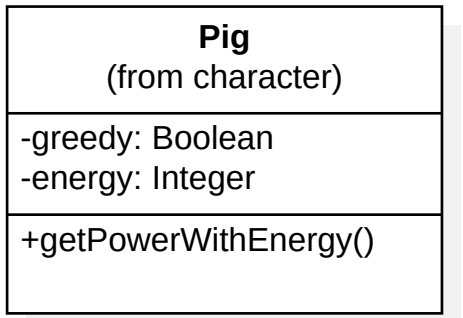
round::Arena::Arena

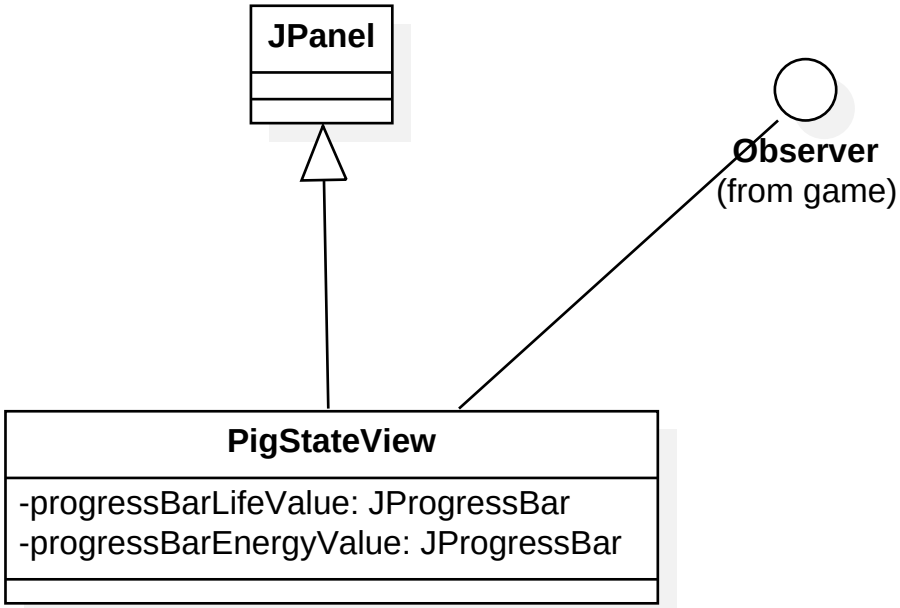


element::Element

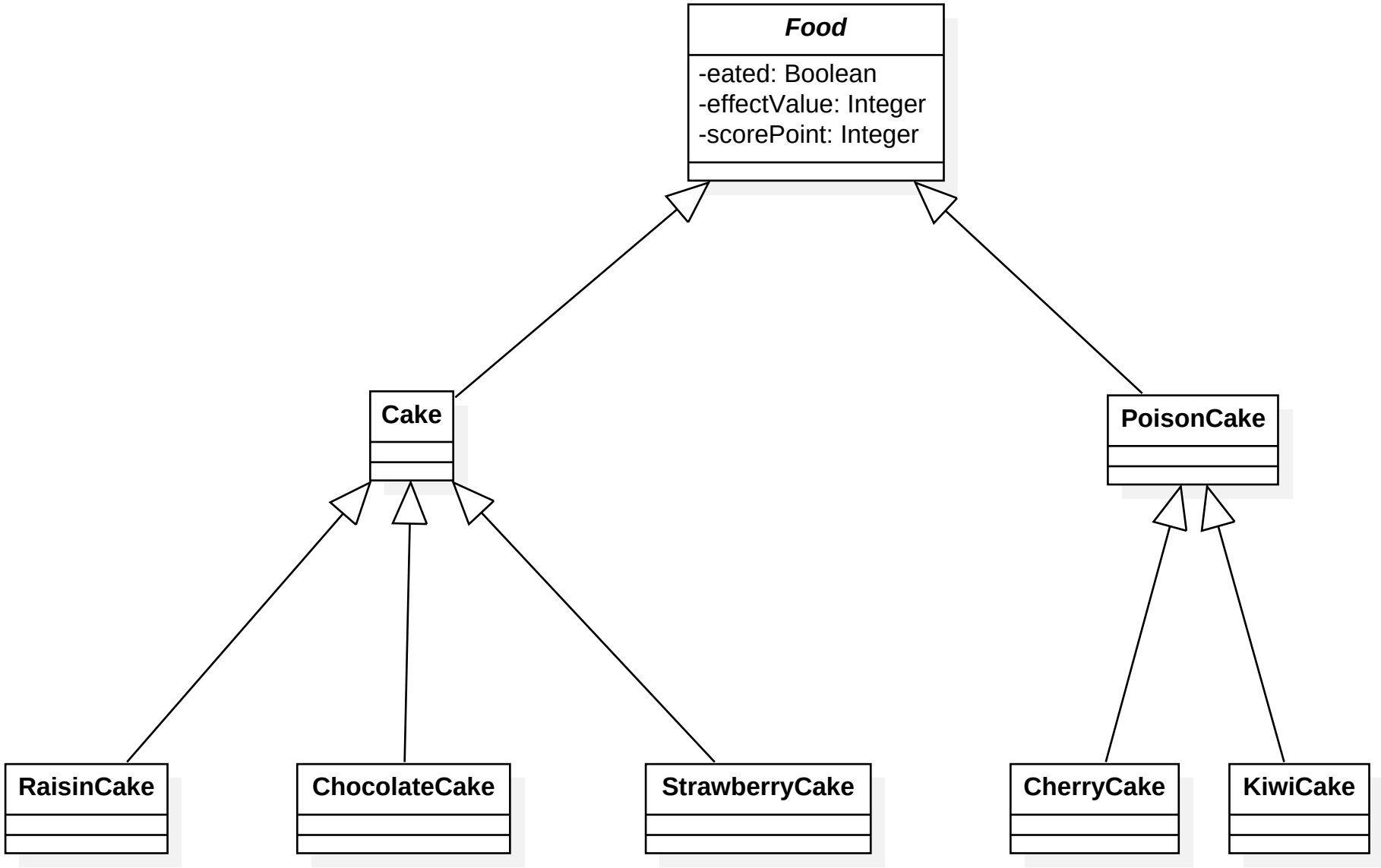


element::character::Pig

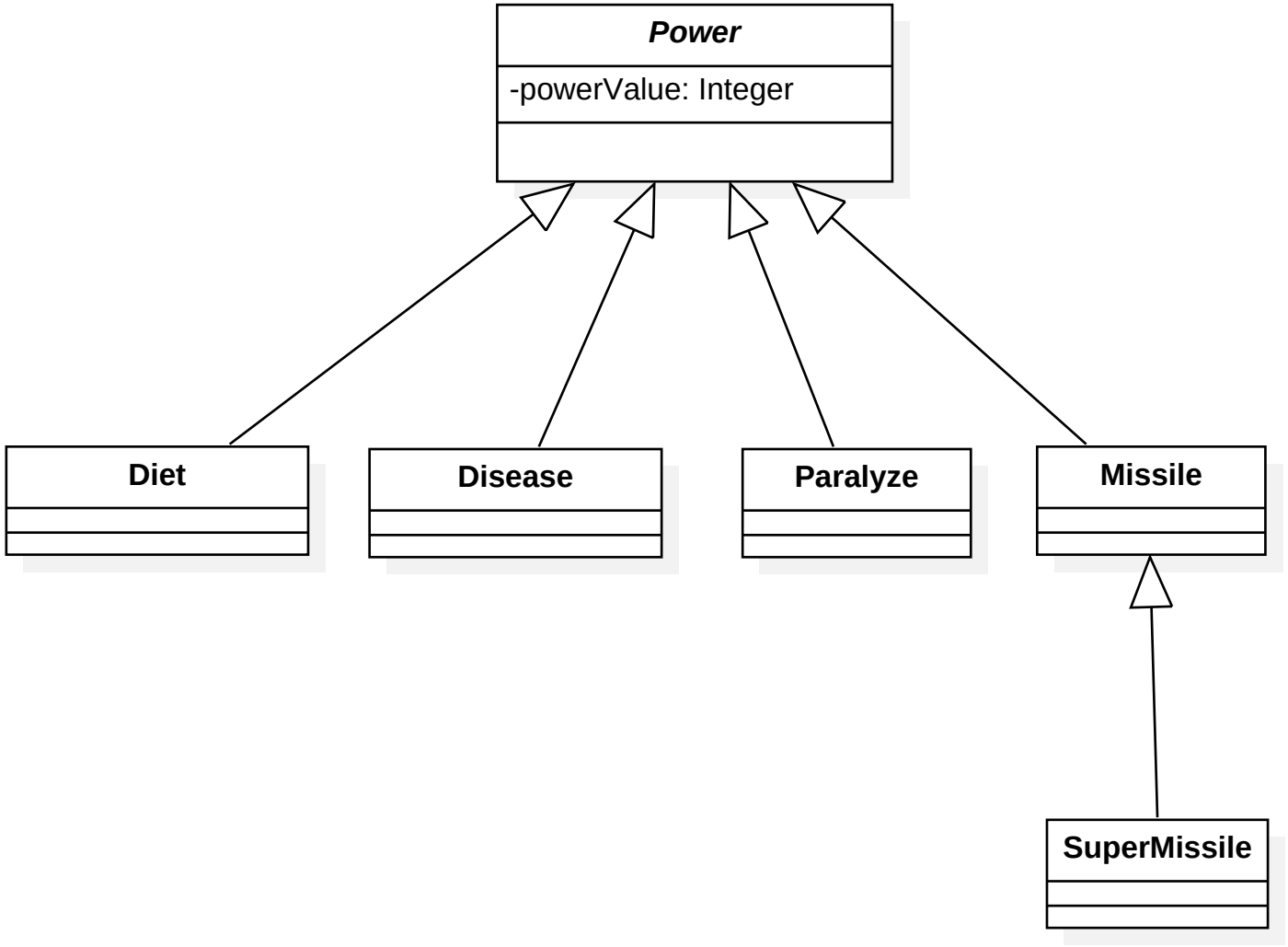




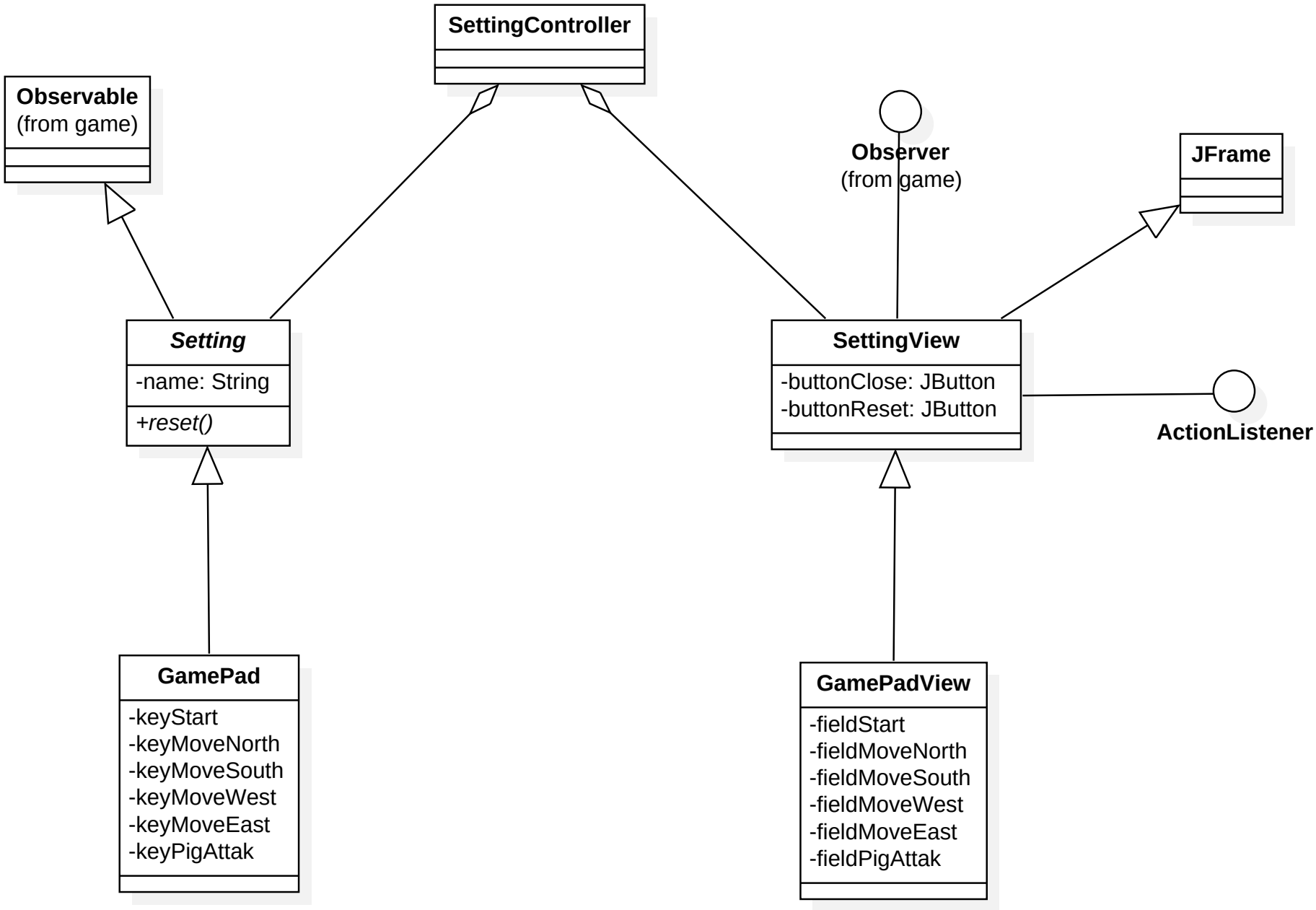
element::food::Food



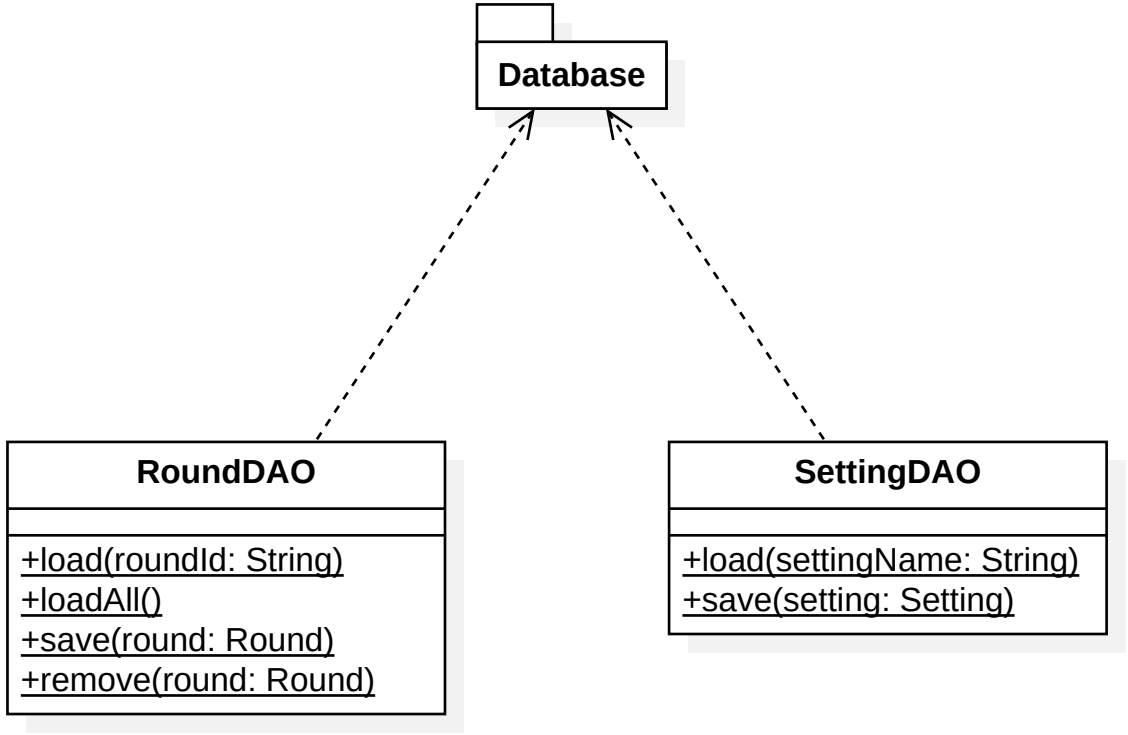
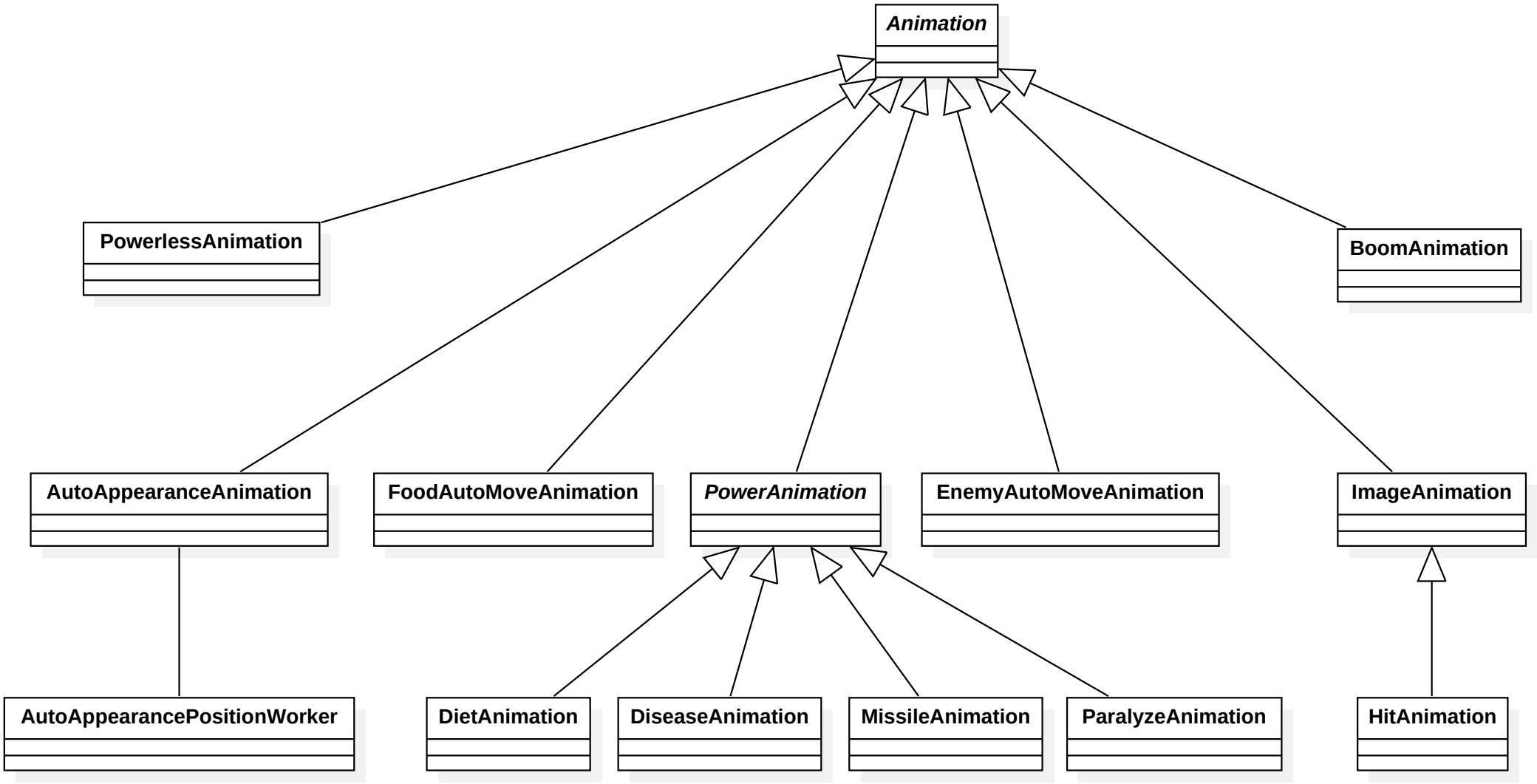
element::power::Power



setting::Setting



db::DB


Database
RoundDAO
+load(roundId: String)
+loadAll()
+save(round: Round)
+remove(round: Round)
SettingDAO
+load(settingName: String)
+save(setting: Setting)

animation::Animation