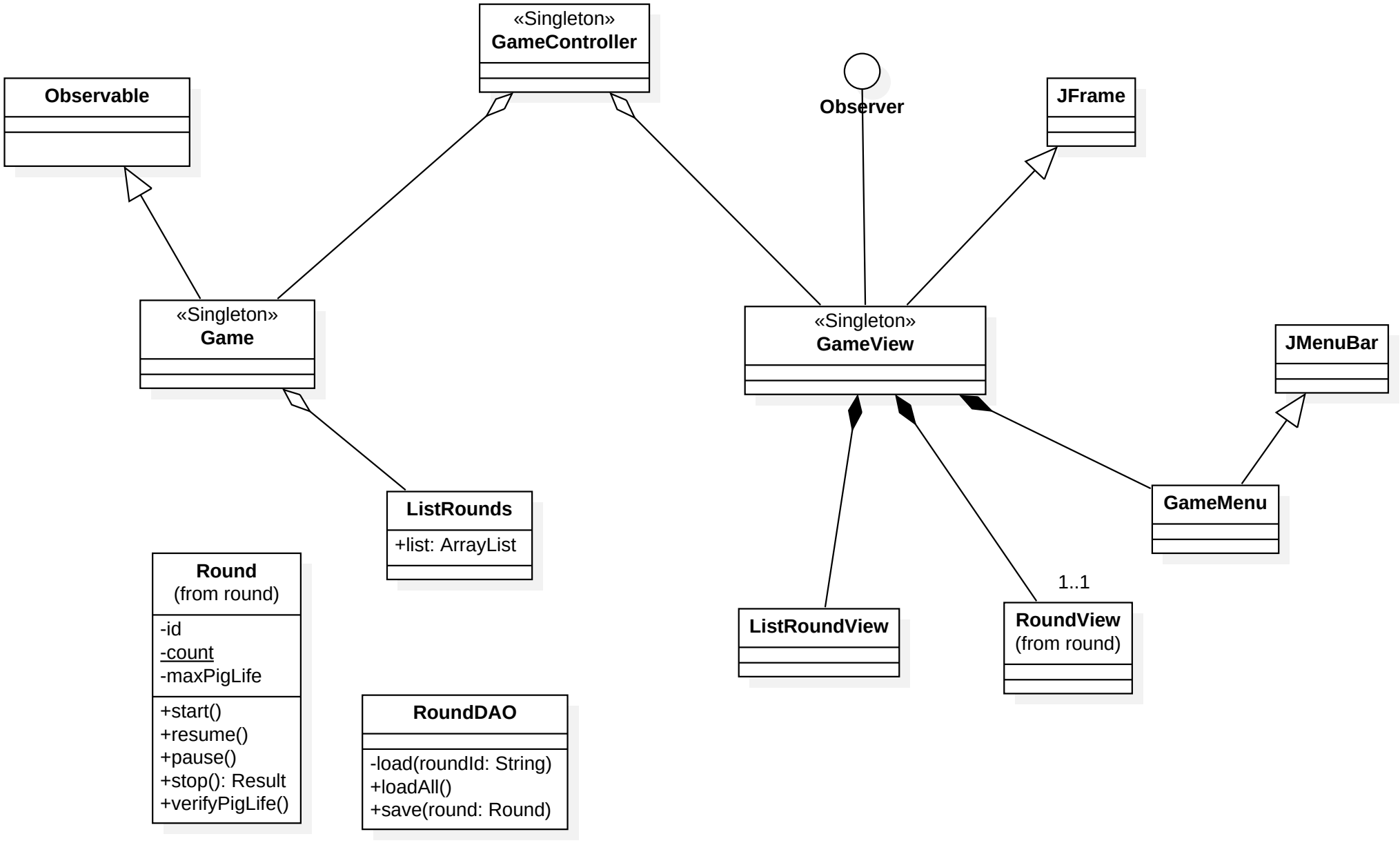
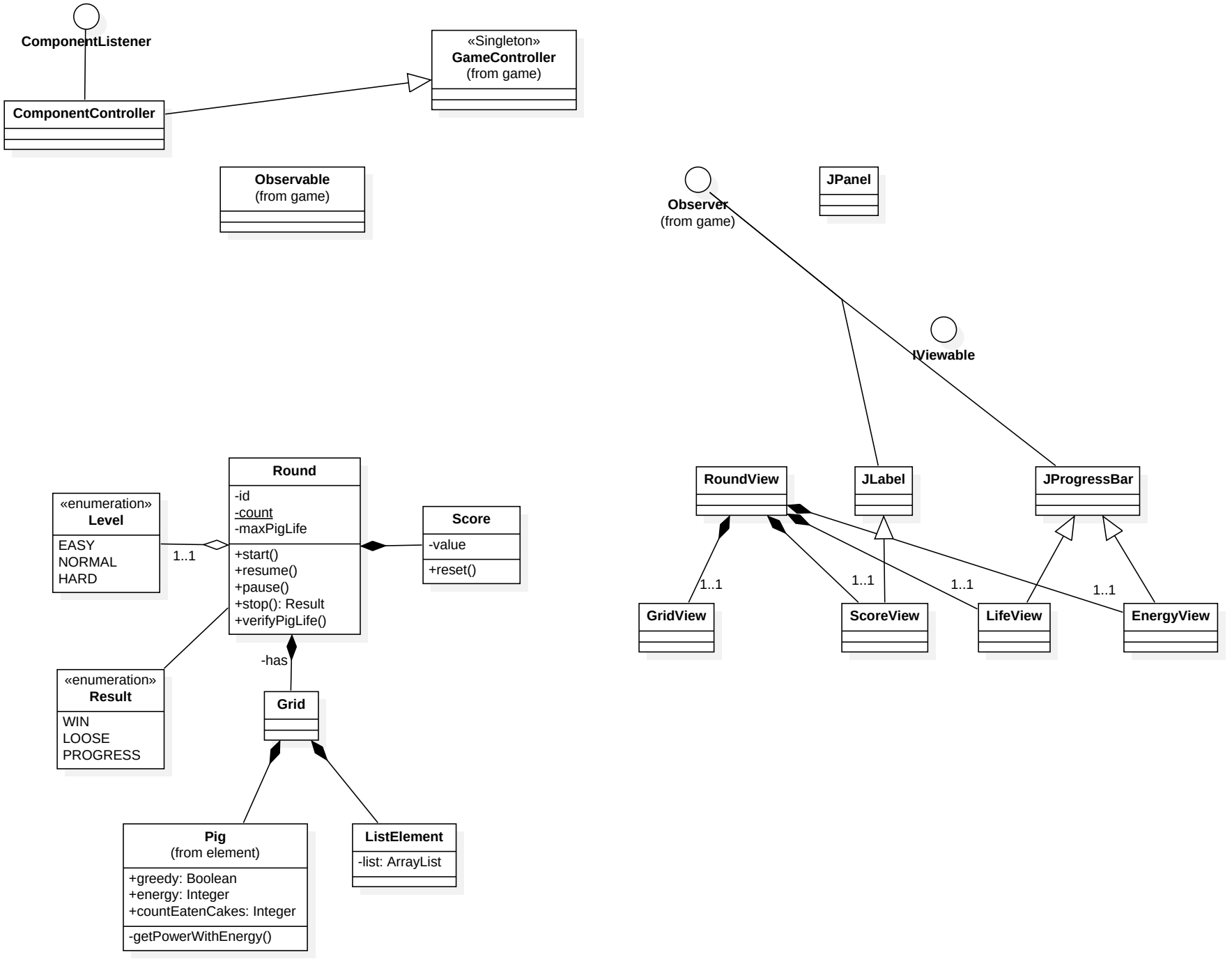
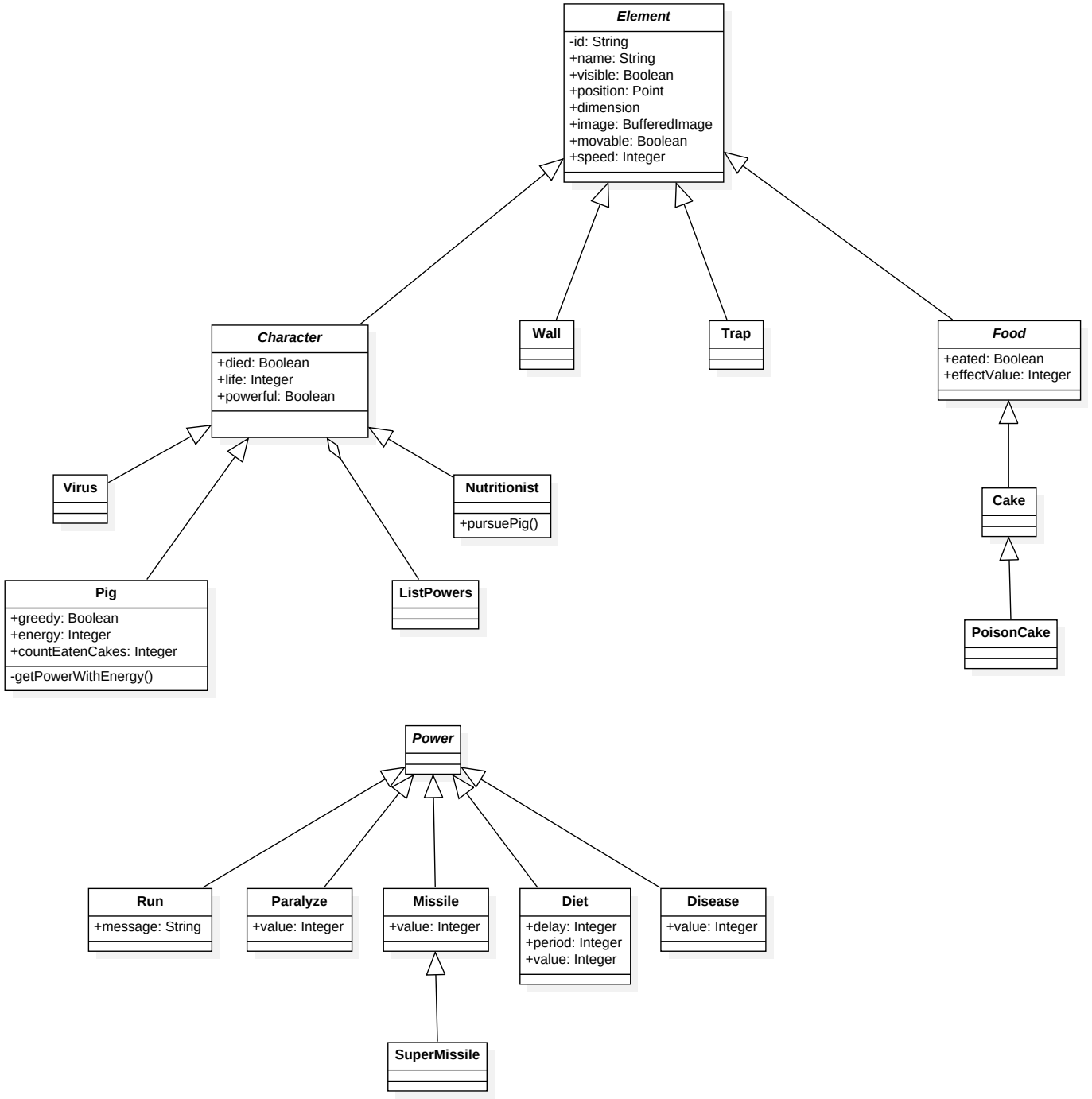
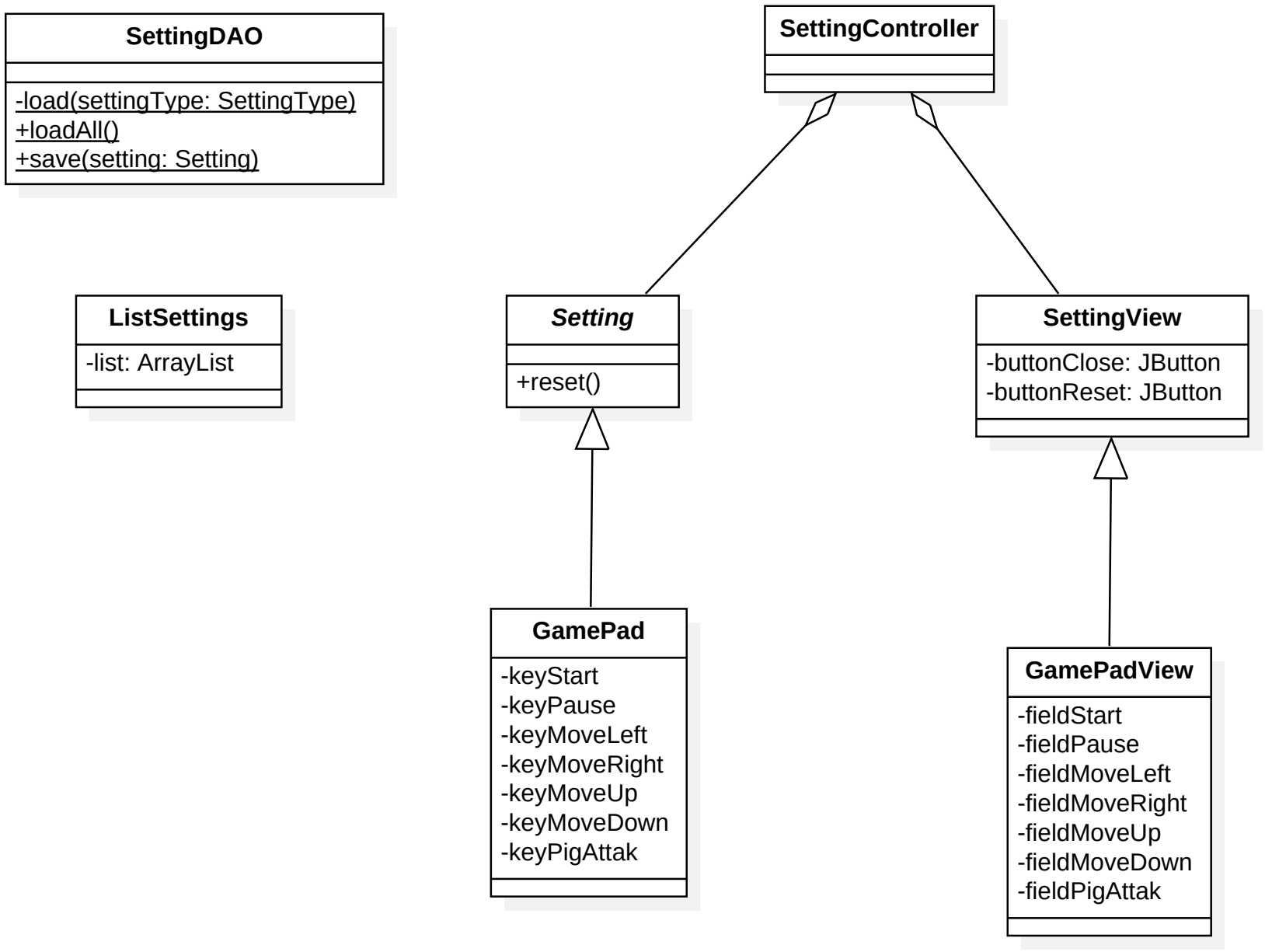
game::Game


«Singleton»
GameController
Observable
Observer
JFrame
«Singleton»
Game
«Singleton»
GameView
JMenuBar
ListRounds
+list: ArrayList
GameMenu
Round
(from round)
-id
-count
-maxPigLife
+start()
+resume()
+pause()
+stop(): Result
+verifyPigLife()
RoundDAO
-load(roundId: String)
+loadAll()
+save(round: Round)
ListRoundView
1..1
RoundView
(from round)

round::Round


ComponentListener
ComponentController
«Singleton»
GameController
(from game)
Observable
(from game)
Observer
(from game)
JPanel
IViewable
Round
-id
-count
-maxPigLife
+start()
+resume()
+pause()
+stop(): Result
+verifyPigLife()
«enumeration»
Level
EASY
NORMAL
HARD
1..1
Score
-value
+reset()
«enumeration»
Result
WIN
LOOSE
PROGRESS
-has
Grid
Pig
(from element)
+greedy: Boolean
+energy: Integer
+countEatenCakes: Integer
-getPowerWithEnergy()
ListElement
-list: ArrayList
RoundView
JLabel
JProgressBar
GridView
ScoreView
LifeView
EnergyView
1..1
1..1
1..1
1..1

element::Element



setting::Setting