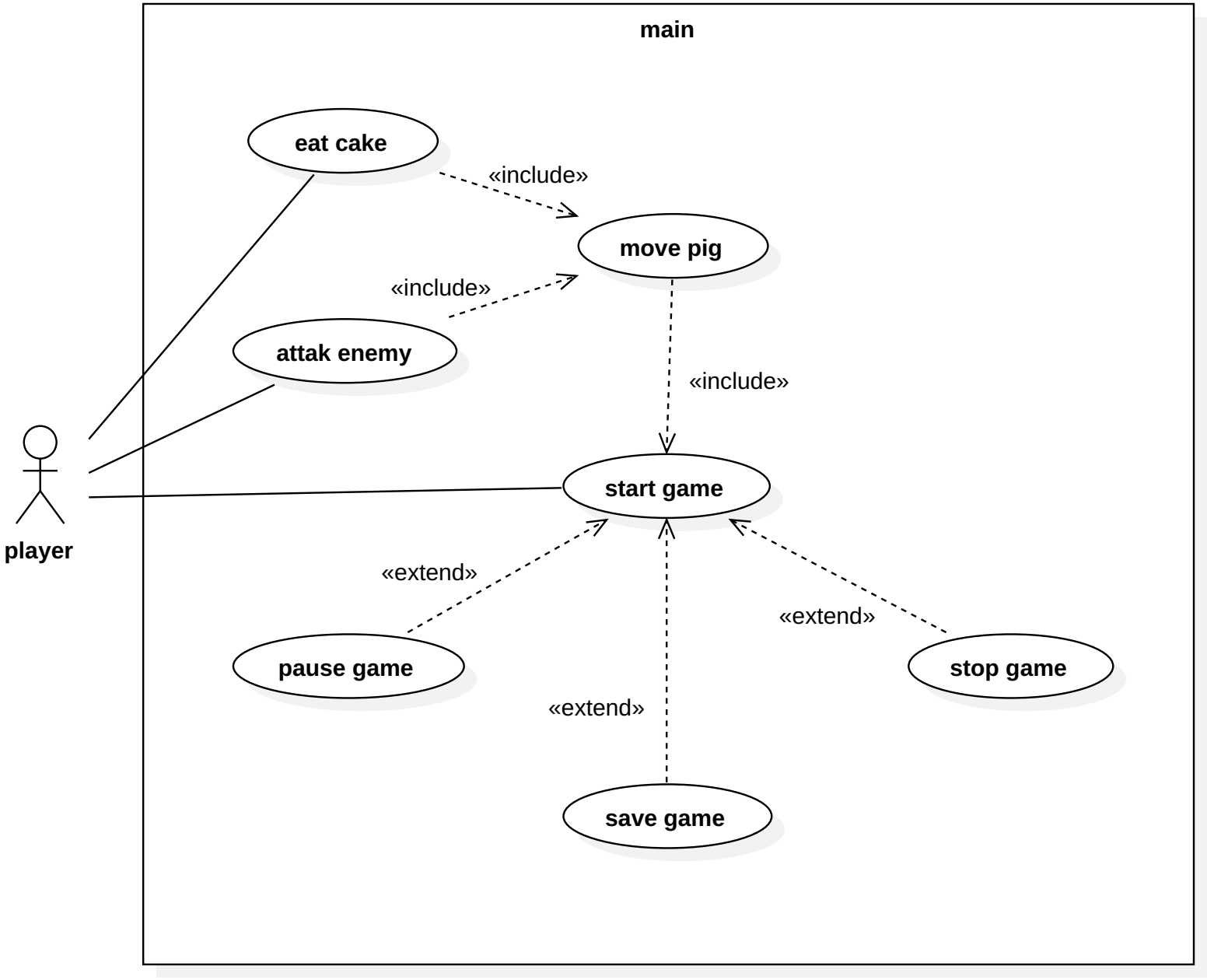
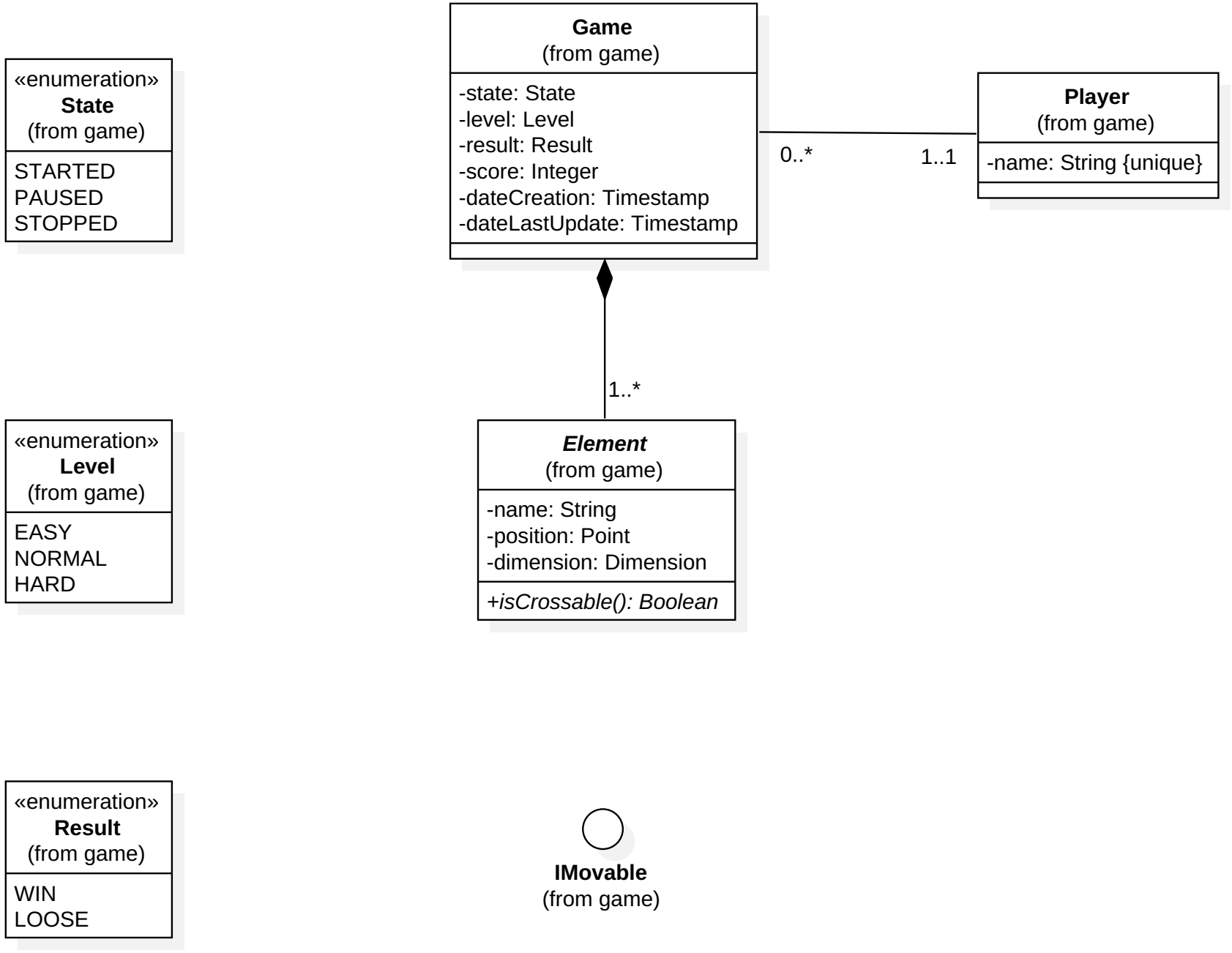
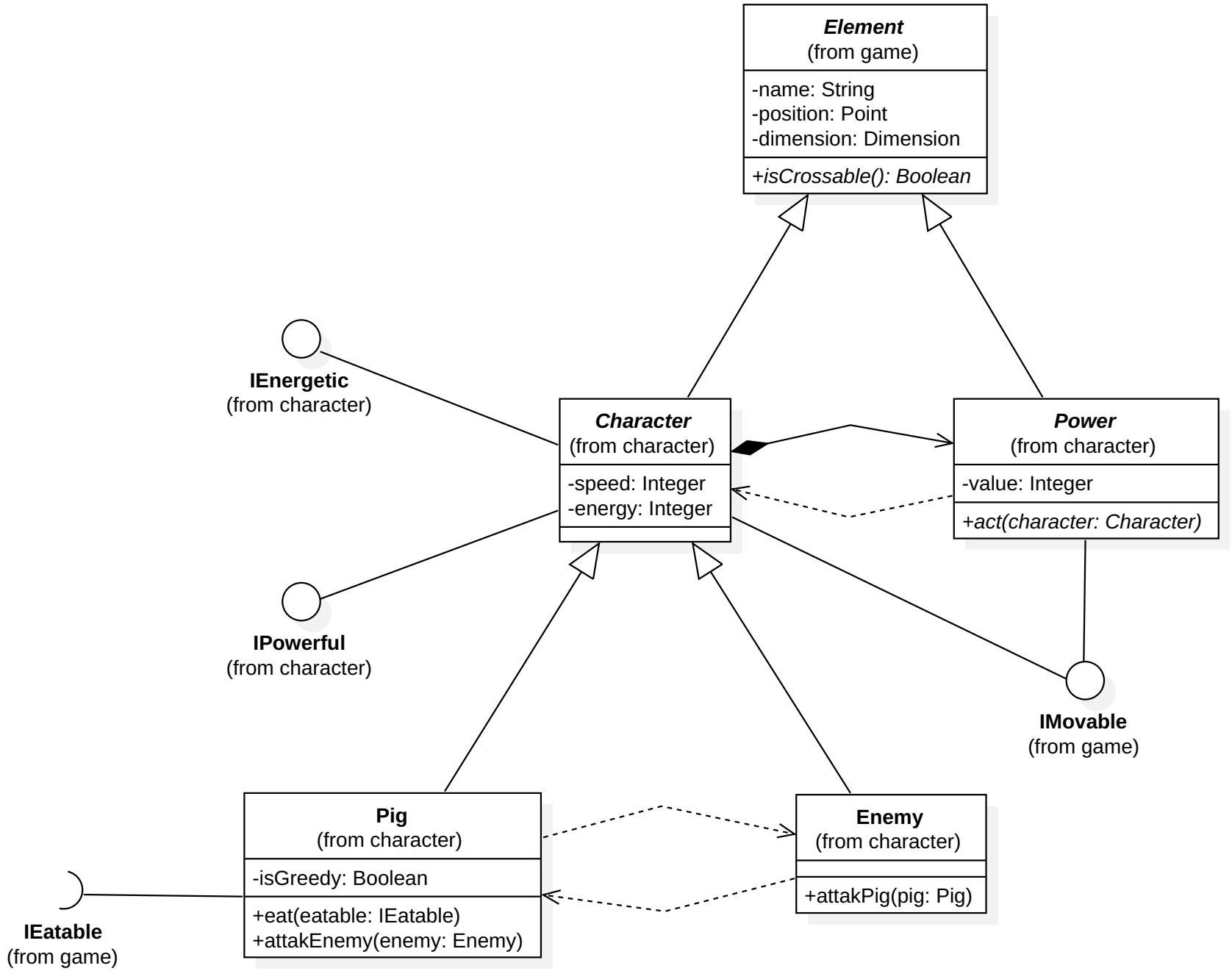
usecase::Main



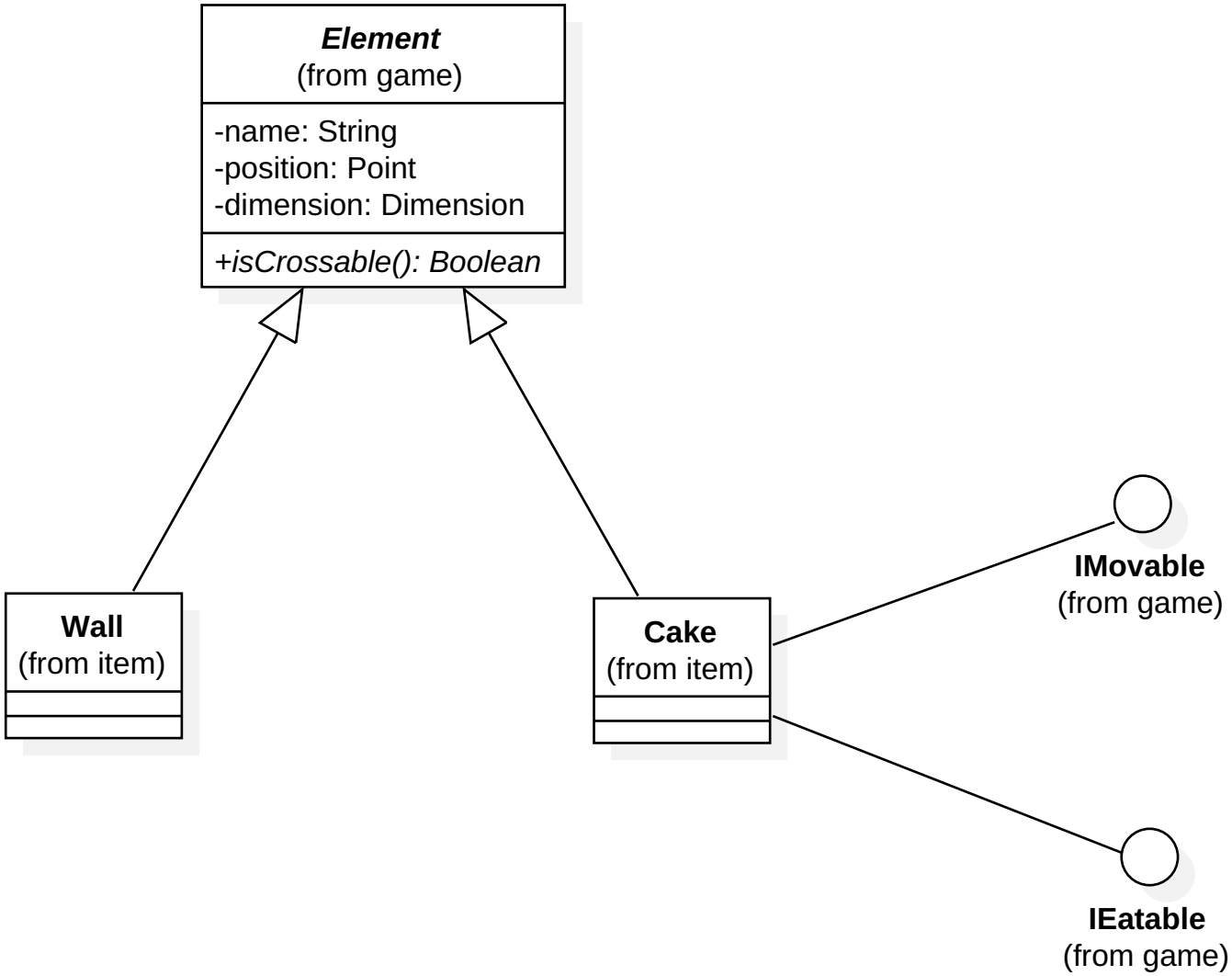
class::Game


«enumeration»
State
(from game)
STARTED
PAUSED
STOPPED
Game
(from game)
-state: State
-level: Level
-result: Result
-score: Integer
-dateCreation: Timestamp
-dateLastUpdate: Timestamp
0..*
1..1
Player
(from game)
-name: String {unique}
1..*
«enumeration»
Level
(from game)
EASY
NORMAL
HARD
Element
(from game)
-name: String
-position: Point
-dimension: Dimension
+isCrossable(): Boolean
«enumeration»
Result
(from game)
WIN
LOOSE
IMovable
(from game)

class::Character



class::Item


Element
(from game)
-name: String
-position: Point
-dimension: Dimension
+isCrossable(): Boolean
Wall
(from item)
Cake
(from item)
IMovable
(from game)
IEatable
(from game)