

class::Game

«enumeration»
State
(from game)

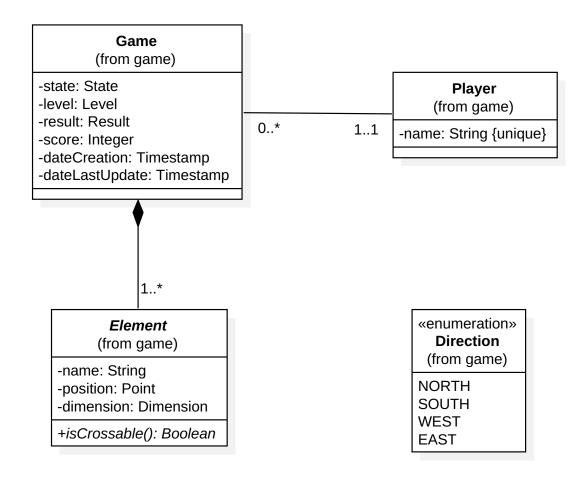
STARTED PAUSED STOPPED

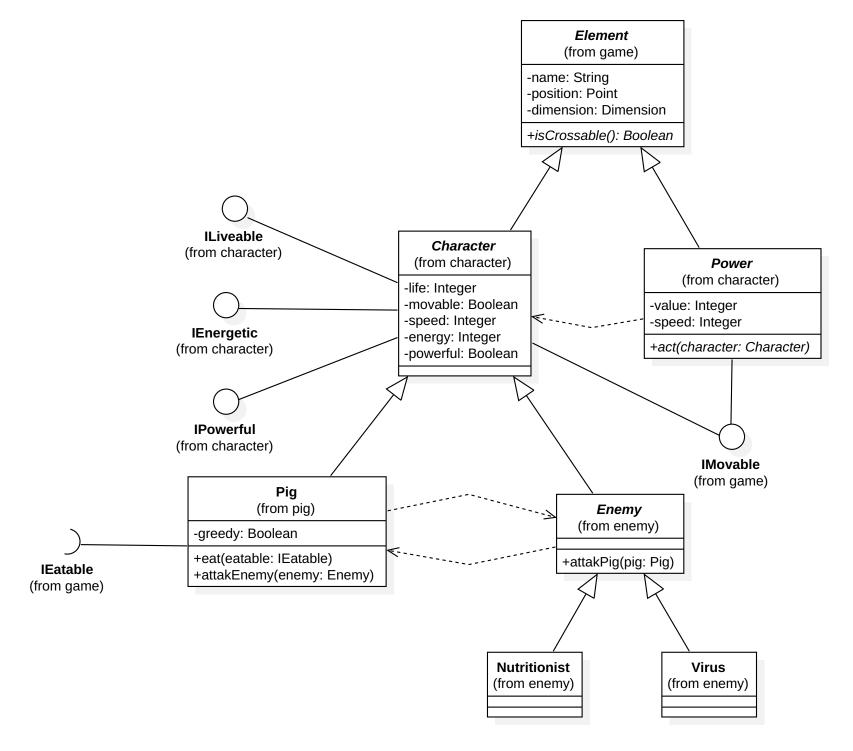
«enumeration» **Level** (from game)

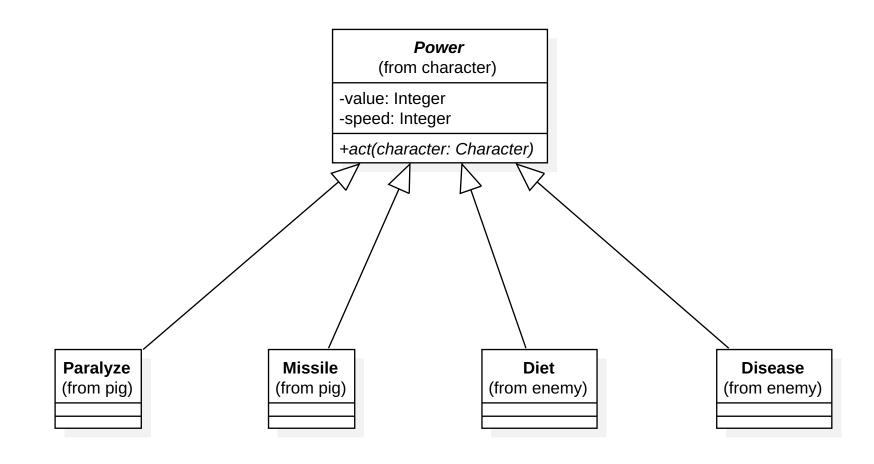
EASY NORMAL HARD

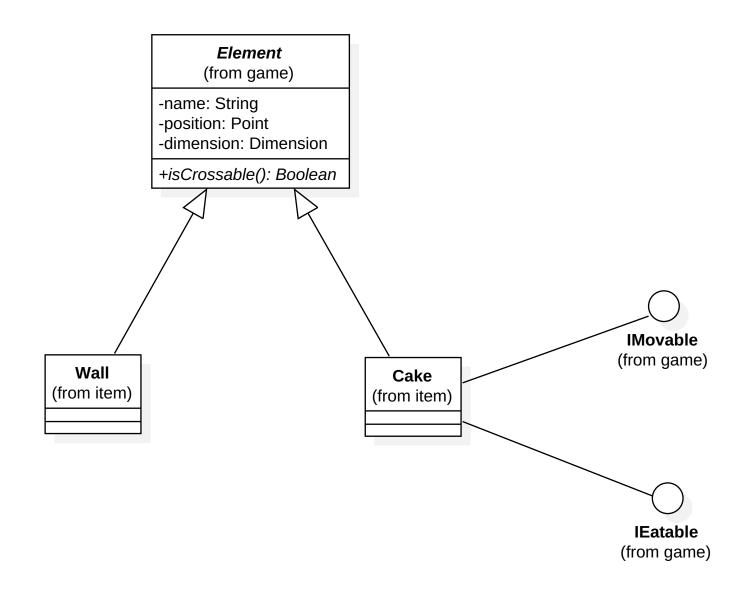
«enumeration»
Result
(from game)

WIN LOOSE









class::Setting

