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COIN 325 – UML Actor /Case Classes

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I am not really sure how this work since this is my first time using UML, so here we go. The class names are listed under the appropriate columns.

|  |  |
| --- | --- |
| **Actor** | **Cases** |
| GameUser | Game |
|  | DifficultyLevel |
|  | Cube |
|  | CubeMovement |
|  | GameTable |
|  | GameLevel |