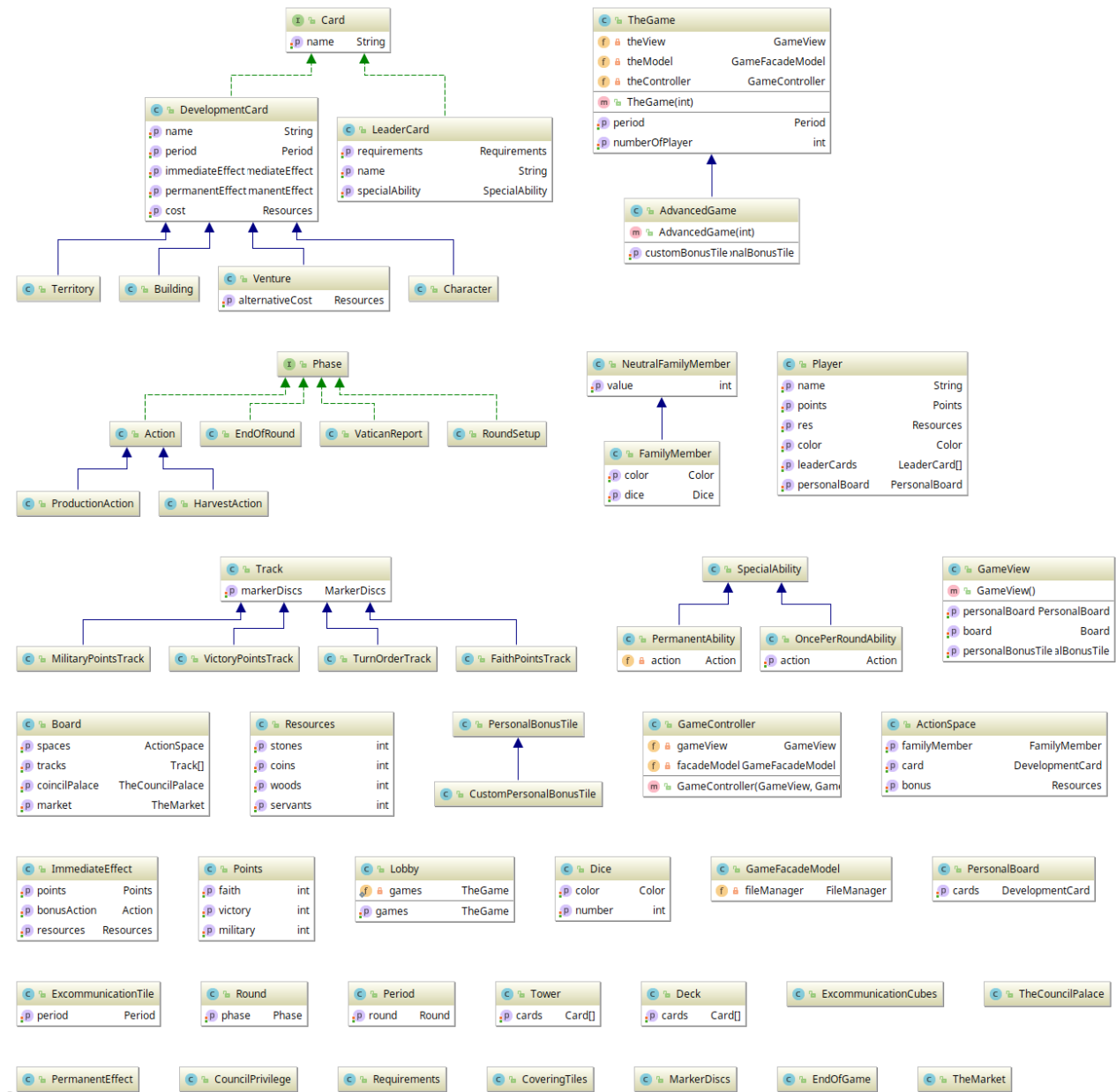
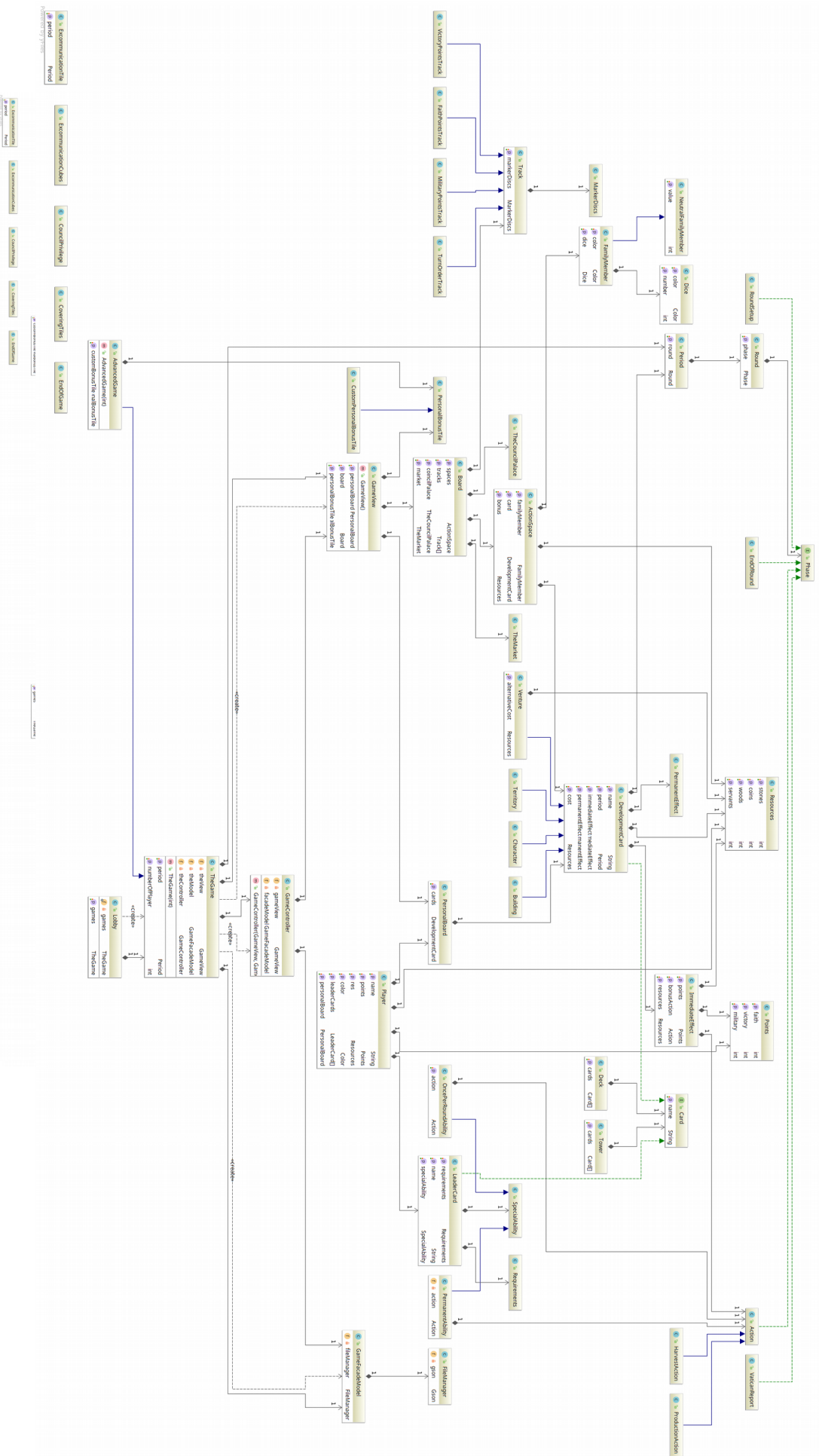


UML Class Diagram

Not expanded version:

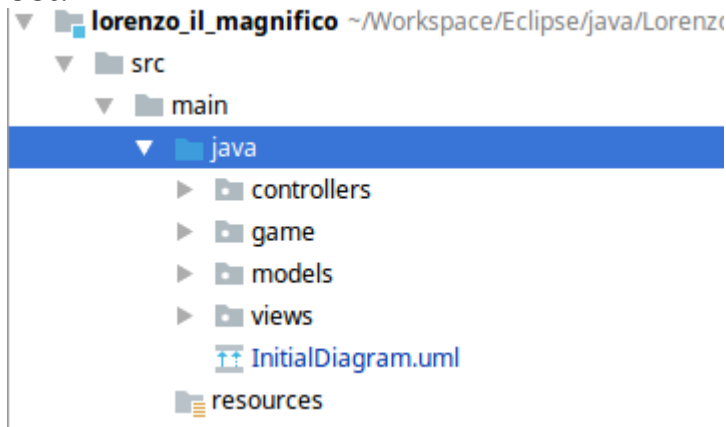


Expanded version:

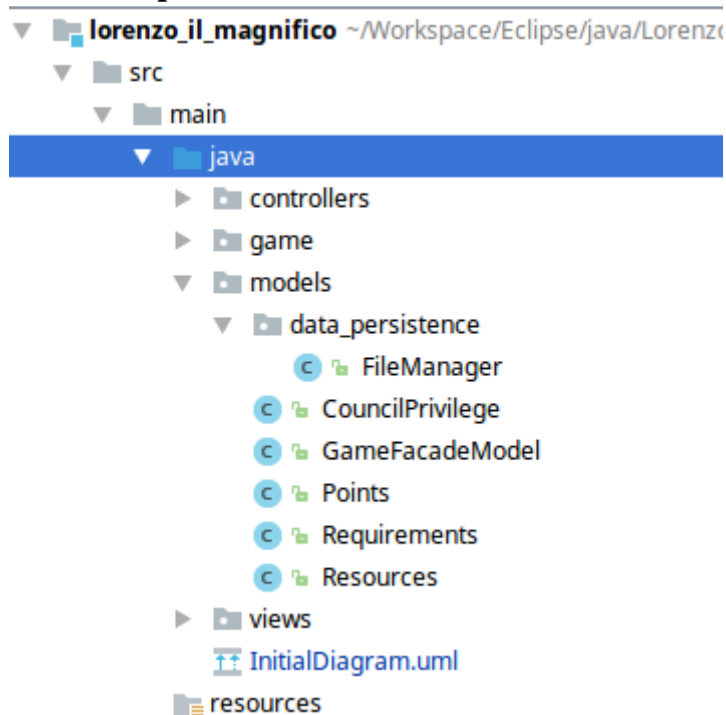


We've used Idea IntelliJ as Ide for both code and UML diagram.
By using Idea UML Support we already have the code associated with the diagram, here is our internal package structure:

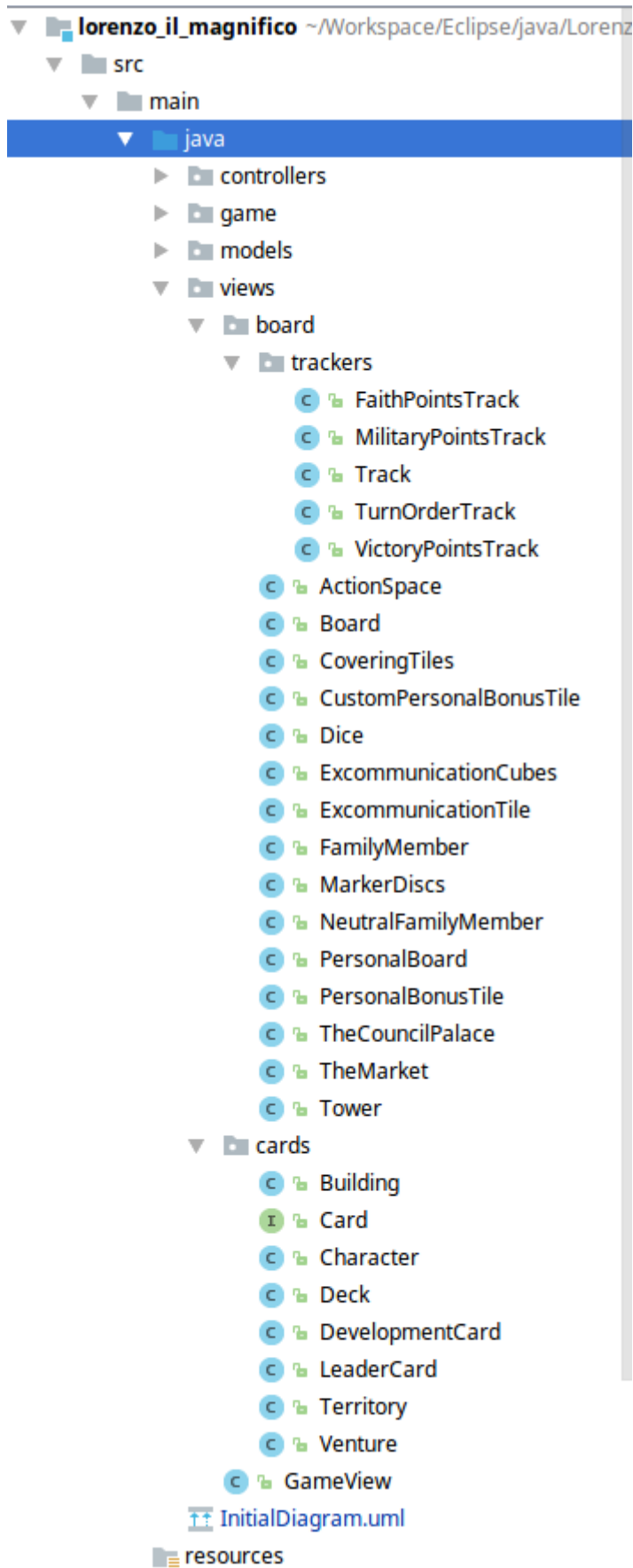
root:



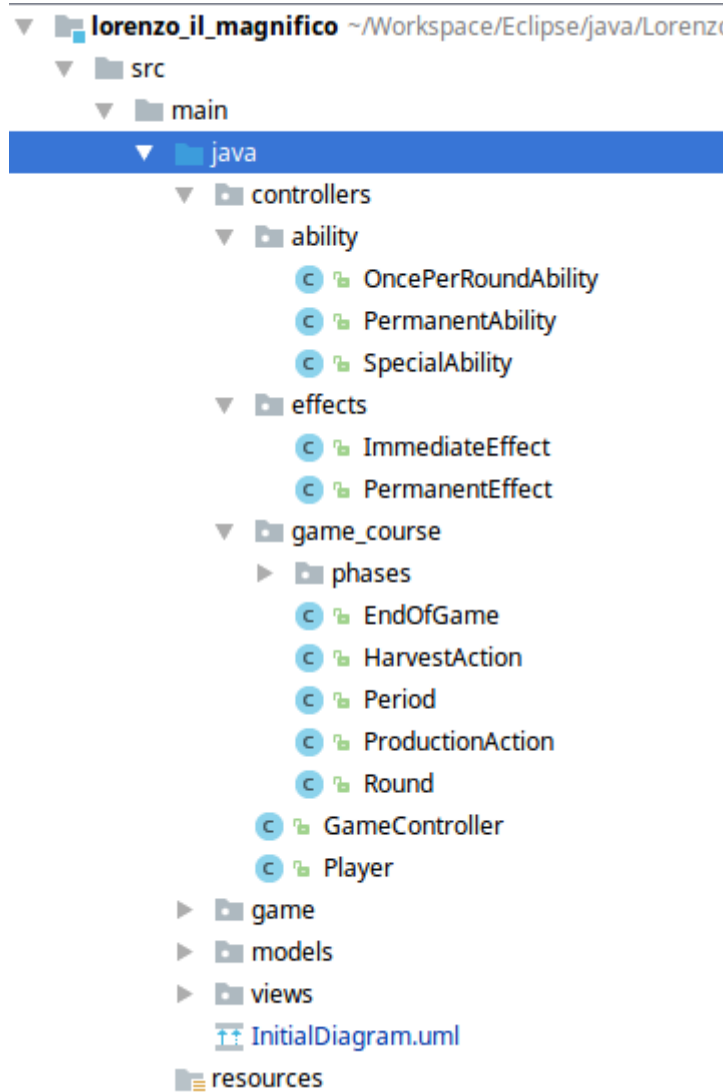
models expanded:



Views expanded:



Controllers expanded:



Game expanded:

