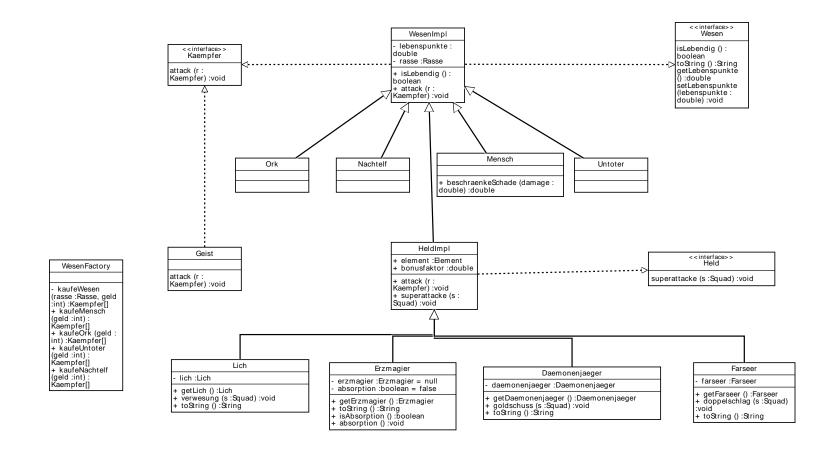
Klassendiagramm_TPE_PU_2





<<enumeration>>
Rasse

ORK
UNTOTER
MENSCH
NACHTELF

<enumeration>> Element

ERDE WASSER FEUER LUFT

Squad
- serialVersionUID:long = 1L
- name:String
+ add (kaempfer:Kaempfer[]):void
+ getName ():String

GameController

Spieler
geld :int = 2000
squad :Squad
getGeld () :int

GameViewer