		Game	
		-appleSpawner:AppleSpawner() -snake:Snake() -gameBoard:GameBoard()	Logos
FileManager		-user:string -keyPressed:string	+GameStartLogo:string +GameOverLogo:string
-filePath:string		-keyFlessed.stillig	+ScoreWordLogo:string
+SaveHighScore(string, int):void		+Game: +Start():void	-scoreLogos:Dictionart <string, string[]=""></string,>
		+SpawnApple():void +GameOver():void -GameBeginning():void -RenderGame():void -MakeMove(string):void -OutOfBoundsHandler():void -HitItselfHandler():void -AppleHandler():void -SetUserName():void -RenderScore():void -AskHasWalls():bool	+GenerateScoreLogo(int):string
	+S	Snake SnakePartsCount:int Score:int	
SnakePart	-SI -SI	CurrentPosition:(int, int) nakeBody:List <snakepart> nakeHead:SnakePart astSnakePartPosition:(int, int)</snakepart>	
+X:int +Y:int +Symbol:string +Position:(int, int) +SnakePart: +ChangePosition(int, int):void	+R +C +C +T +C +T +E +C -Tu -Tu -Tu -Tu	RenderSnake():void ClearLastSnakePart():void CheckIfOutOfBounds():bool Feleport():void CheckIfHitItself():bool Furn(string):void EatApple():void OnApple():bool urnRight():void urnLeft():void urnDown():void lpdateBodyPosition():void //riteAt(int, int, symbol):void	