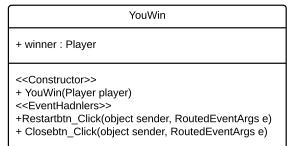


StartMenu
< <constructor>&gt; +StartMenu()</constructor>
< <eventhandlers>&gt;</eventhandlers>
+ LoadBtn_Click(object sender, RoutedEventArgs e) + StartBtn_Click(object sender, RoutedEventArgs e)



## SetUpMenu + playerCount : int + CPUCoutn: int + players : List<Player> + cpu : List<Player>

- <<Constructor>> + SetUpMenu()
- <<EventHandlers>>
- + MinusPlayerBtn Click(object sender, RoutedEventArgs e)
- + PlusPlayerBtn\_Click(object sender, RoutedEventArgs e)
- + ConfirmPlayerBtn Click(object sender, RoutedEventArgs e)
- + PlusCPUBtn Click(object sender, RoutedEventArgs e)
- +MinusCPUBtn Click(object sender, RoutedEventArgs e)
- +ConfirmCPUBtn Click(object sender, RoutedEventArgs e)
- +ConfirmPlayerCreationBtn Click(object sender, RoutedEventArgs e)