

<<Activity>> GameActivity	<<Activity>> Menu
-mNextActivityStarted: boolean -mSplashThread: Thread -mSplashTime: int	-mCreditsButton: Button -mExitButton: Button -mHelpButton: Button -mOptionsButton: Button -mStartGameButton: Button
+onCreate(): void +onDestroy(): void +onPause(): void +onRestart(): void +onResume(): void +onStart(): void +onStop(): void	+onClick(View): void +onDestroy(): void +onPause(): void +onRestart(): void +onResume(): void +onStart(): void +onStop(): void #onCreate(Bundle): void

<<Activity>> MenuHelp	<<Activity>> MenuOptions	<<Activity>> MenuCredits
+onCreate(): void +onDestroy(): void +onPause(): void +onRestart(): void +onResume(): void +onStart(): void +onStop(): void	+onCreate(): void +onDestroy(): void +onPause(): void +onRestart(): void +onResume(): void +onStart(): void +onStop(): void	+onCreate(): void +onDestroy(): void +onPause(): void +onRestart(): void +onResume(): void +onStart(): void +onStop(): void

<<Activity>> MenuGame
+progressMap: ProgressionRouteView
+onCreate(Bundle): void +onDestroy(): void +onPause(): void +onRestart(): void +onResume(): void +onStart(): void +onStop(): void +startGamePanel(): void

MobFactory
-INSTANCE: final MobFactory -mAllWaves: String[] -mContext: Context -mLastMobSent: boolean -mMaxWaveDelay: int -mMobIndex: int -mMobInfo: String[] -mMobs: ArrayList<Mob> -mMobTypeList: List<Mob> -mPath: Path -mTrackID: int -mTrackName: String -mTrackNr: int -mTrackWaves: List<List<Mob>> -mWaveDelayI: int -mWaveIndex: int -mWaves: ArrayList<ArrayList<Mob>>
+getInstance(): MobFactory +getNextMob(): Mob +getNextWaveNumber(): int +getNextWaveType(): String +getTotalNumberOfWaves(): int +getWaveTime(): int +getWaveNumber(): int +getWaveType(): String +hasMoreMobs(): boolean +hasMoreWaves(): boolean +lastWaveHasEntered(): boolean +resetMobIndex(): void +resetWaveIndex(): void +setContext(Context): void