RunPlayfield	Snake	Rabbit
+ Main	- Name: string = "Snake" - Xposition: int - Yposition: int  Note coordinates	- name: String - xPosition: int - yPosition: int  Note coordinates
+ Snake snake = new Snake + Snake.tellPosition + snake.move.* + rabbit.move:*	+ setNameRabbit:: String + moveUp + moveDown + moveLeft + MoveRight + tellPosition + Talk(); String (Note:"I kill you)	+ setNameRabbit:: String + moveUp + moveDown + moveLeft + MoveRight + tellPosition