RunPlayfield

- Kordinater

+ (kun metode definationer, ikke metode kald)

Snake

- Name: string = "Snake"
- Xposition: int
- Yposition: int

Note
coordinates

+ setName: String = "name of snake"
+ setStartposition();
- Move(); coordinate1: int " x/y number"
+ printPosistion(); String "i am Snake i am here + (coordinates)"
+ setTalk(); String (Note:"I kill you)

Rabbit

- Name: string = "Rabbit
- Xposition: int
- Yposition: int

+ setName: String = "name of rabbit"
+ setStartposition();
- Move(); coordinate2: int "x/y number"
+ printPosistion: String "iam rabbit iam here(cordinates)"
+ setTalk: String ("ask for merci")