UML Class Diagram Entities view Score - ScoreController ScoreScoreController GameController GameplayGameController Register controller RegisterRegisterContro 1 # PApplet app # PImage image Lose RegisterController GameController ScoreController - Logic - Logic Win MainMenu model PowerUp RegisterControllerLogic + paintObject(): void # *gets() & *sets(*):void GameControllerLogic PlayerLogic EnemyLogic << Interface >> Characterable ByTime . ByTimeLogic - posX: int - posY: int - speed: int - score: int - creationDate: date - time: int << Interface >> Comparator ByDate # move(): void + *gets() & *sets(*):void ByDateLogic compare(): void ByName Jetpack Scientist ByNameLogic compare(): void