Mars Is Mine - Untitled

Class Diagram Group Final Lab Exercise UML
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UML Class Diagram

Entities

UML Class Diagram for "Mars Is Mine" showing packages: view (Main, Register, Gameplay, Score, Menu), exception (NoName, NameLenght, Win, Lose, Exception), controller (ControllerRegister, Controller, ControllerScore), model (Logic, Enemy, Revy, Star, Player, ByDate, ByName, ByTime, Comparator, Comparable, <<Interface>> Paintable, <<Interface>> Runnable), and Entities tree (Game, Player, Character, Star, Revy, Enemy).