[Grafico|#a\_dibujo:System::Drawing::Rectangle;#dx:short;#dy:short|+dibujar():virtual void abstract;#mover():void;+animar():void]

[Image|#imagen:Bitmap|#dibujar():virtual void override;+transparent():void;+getancho():short;+getalto():short;]

[Sprite|#n\_subimagesx:short;#n\_subimagesy:short;#n\_subimages:short;#indice:short;#x:short;#y:short;#dx:short;#dy:short|+dibujar(Graphics graficador):void override;+getx():short;+gety():short;-calcular\_a\_recorte():System::Drawing::Rectangle;+colision():bool;+futuromov():Rectangle]

[Map|+dibujar():void;+validarmov():void]

[Game|#num\_aliados:short;#num\_corrupts:short|+setally():void;-renderizar():void;+negociacion():void;+lose():void;+win():void;+portales():void;+exit():void;+nextlevel():void]

[Mc|#vidas:short|+perder\_vida():bool;+mov():void;+peligro():bool]

[Ally]

[Assasin|+impostor():void]

[NPC|#color:short|+mov():void;+follow():void]

[Corrupt|]

[Sprite]^-.-[NPC]

[Sprite]^-.-[Mc]

[NPC]^-.-[Ally]

[NPC]^-.-[Assasin]

[NPC]^-.-[Corrupt]

[Grafico]^-.-[Image]

[Image]^-.-[Sprite]

[Game]++1-2>[Ally]

[Game]++1-indef>[Corrupt]

[Game]1<>-indef>[Assasin]

[Image]^-.-[Map]

[Game]++1-indef>[Map]