[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|+dibujar(Graphics graficador):void override;-calcular\_a\_recorte():System::Drawing::Rectangle;+colision:bool]

[Game|#escenarios:List Image;#num\_aliados:short;#num\_corrupts:short|+setally():void;-renderizar():void;+negociacion():void;+lose():void;+win():void]

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

[Ally|#color:short;#x:short;#y:short|+follow():void]

[Assasin|#color:short;]

[Corrupt|#color:short;]

[Sprite]^-.-[Mc]

[Sprite]^-.-[Ally]

[Sprite]^-.-[Corrupt]

[Grafico]^-.-[Image]

[Image]^-.-[Sprite]

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

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

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