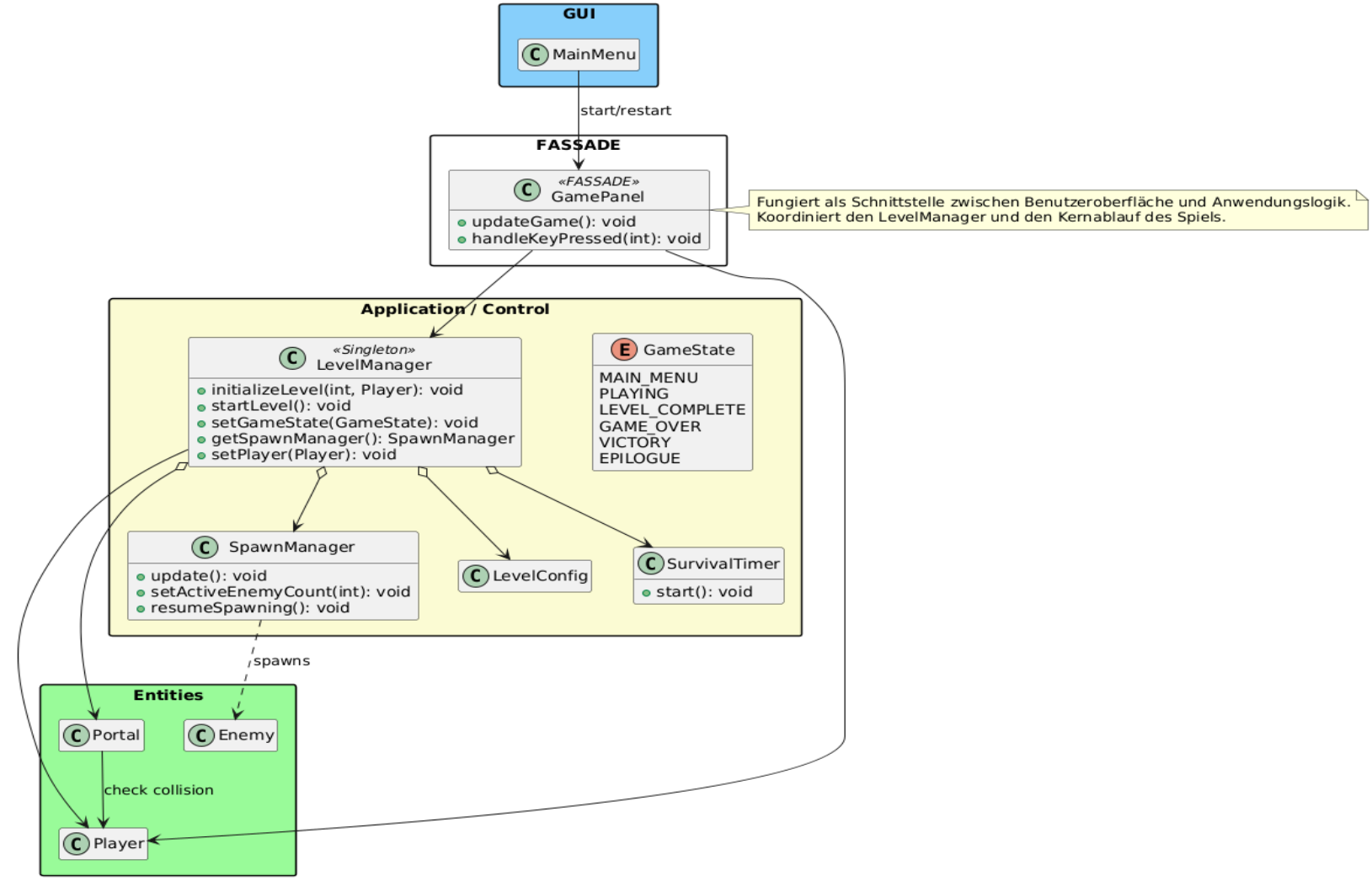
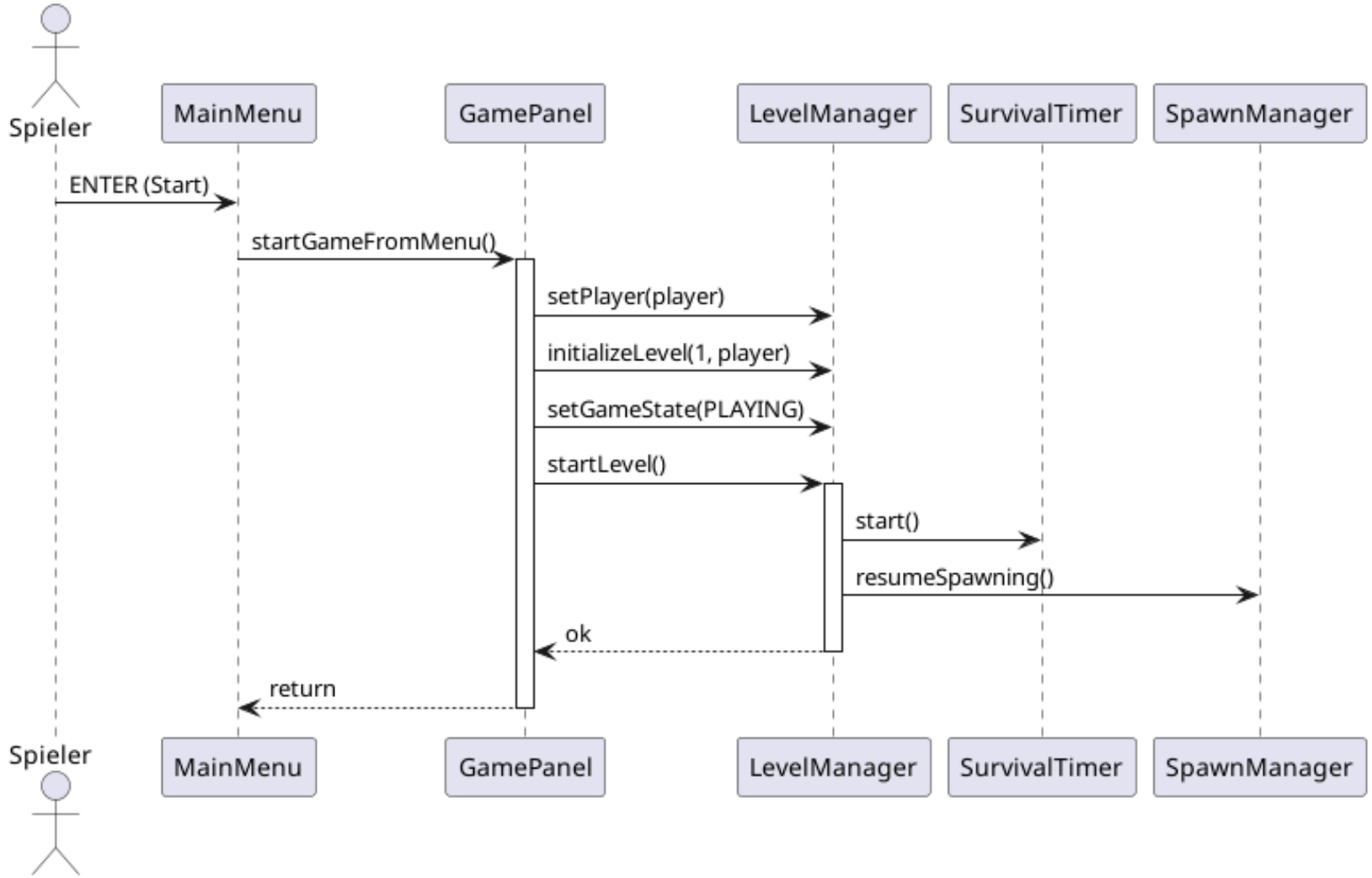

GUI
MainMenu
start/restart
FASSADE
«FASSADE»
GamePanel
updateGame(): void
handleKeyPressed(int): void
Fungiert als Schnittstelle zwischen Benutzeroberfläche und Anwendungslogik.
Koordiniert den LevelManager und den Kernablauf des Spiels.
Application / Control
«Singleton»
LevelManager
initializeLevel(int, Player): void
startLevel(): void
setGameState(GameState): void
getSpawnManager(): SpawnManager
setPlayer(Player): void
GameState
MAIN_MENU
PLAYING
LEVEL_COMPLETE
GAME_OVER
VICTORY
EPILOGUE
SpawnManager
update(): void
setActiveEnemyCount(int): void
resumeSpawning(): void
LevelConfig
SurvivalTimer
start(): void
spawns
Entities
Portal
Enemy
check collision
Player


Spieler
MainMenu
GamePanel
LevelManager
SurvivalTimer
SpawnManager
ENTER (Start)
startGameFromMenu()
setPlayer(player)
initializeLevel(1, player)
setGameState(PLAYING)
startLevel()
start()
resumeSpawning()
ok
return