**INFO1113 – Gremlins Assignment Report**

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The design the Gremlins game contains three public classes in the top hierarchy, which are App.java, Frame.java and GameObject.java. App.java is the main class that extends PApplet and responsible for the game to run. Frame.java is responsible for parsing the map from json.file and initialize all the Game objects for a specific level. GameObject.java is an abstract public class that contains all the subclass of different type of game Objects.

**UML for All main classes & subclasses.**

Diagram

Description automatically generated