

Szadoban::Reader
-OFFSET = 40: int -MARGIN = 100: int -difficulty: int -level: int -nrOfBoxes: int -map: String -walls = new ArrayList(): ArrayList<Wall> -boxes = new ArrayList(): ArrayList<Box> -destinations = new ArrayList(): ArrayList<Destination> -f = new File("config.properties"): File -p = new Properties(): Properties -elements = new ArrayList<Element>(): ArrayList<Element> -Szadoban: Player
+Reader(): ctor -setElements(): void +getElements(): ArrayList<Element> +load(): void -readConfig(): void +getDiff(): int +setDiff(int difficulty): void +getLevel(): int +setLevel(int level): void +getBoxes(): int +setBoxes(int boxes): void +getPlayer(): Player

Szadoban::Element
-x: int -y: int -image: Image
+Element(int x, int y): ctor +getImage(): Image +setImage(Image image): void +getX(): int +getY(): int +setX(int x): void +setY(int y): void

Szadoban::Menu
~c: Container ~play: JButton ~scores: JButton ~help: JButton ~quit: JButton ~text: JLabel ~gamewindow: GameWindow
+Menu(): ctor +actionPerformed(ActionEvent e): void +main(String[] args): void

Szadoban::SignUpFrame
~okButton: JButton ~cancelButton: JButton ~nameLabel: JLabel ~nameText: JTextField ~panel: JPanel
+SignUpFrame(): ctor +actionPerformed(ActionEvent arg0): void +main(String[] args): void

Szadoban::Level
-level: int -difficulty: int -nrOfBoxes: int
+Level(int level, int difficulty, int nrOfBoxes): ctor +getLevel(): int +getDifficulty(): int +getNrOfBoxes(): int

Szadoban::Game
-Szadoban: Player -level: Level -elements = new ArrayList(): ArrayList<Element>
+Game(): ctor +draw(Graphics g): void +paint(Graphics g): void

Szadoban::GameWindow
+GameWindow(): ctor -Panelab(JPanel panel, JLabel label): void +actionPerformed(ActionEvent arg0): void +main(String[] args): void

Szadoban::Box
+Box(int x, int y): ctor +move(int x, int y): void

Szadoban::Destination
-isReached: boolean
+Destination(int x, int y): ctor

Szadoban::Player
+Player(int x, int y): ctor +move(int x, int y): void

Szadoban::Wall
+Wall(int x, int y): ctor