





Game_state void start() void end()

HelloApplication

void start(Stage stage)

void main(String[] args)

- butt : Button

- welcomeText : Label

HelloController

onHelloButtonClick(ActionEvent event)

Pausepage

void resume(MouseEvent event) void save_progress(MouseEvent event)

LoginPage

void Exit(MouseEvent event) void Info(MouseEvent event) void Login(MouseEvent event)

Background

-backgroundImage : Image

void draw()
void move_background() //getters & setters

Loginscreen

void back(MouseEvent event) void login_input(MouseEvent event) void password_input(MouseEvent event) void register(MouseEvent event)

Homepage

void back(MouseEvent event) void saved_game(MouseEvent event) void start(MouseEvent event)

Gamescreen

void pause()

Points

-score : int

void draw() void increase_points() void decrease_points() //getters & setters

Lives

-lives : int

void decrease_lives() void points_to_lives() //getters & setters