Button **Class Diagram Pompeius** - x: number Group G | January 9, 2020 - originX: number - y: number - width: number GameManager - height: number - corners: number - text: string startButton: Button -fillColor: string scoreTable - resetButton: Button - prevMousePressed: boolean auitButton: Button - onClickCallback: function pausedButton: Button - scoreTable: Array<Player> - avatar: p5.Image resumeButton: Button - listItemInPlayerTable: string · isAvatar: boolean playerSettings: PlayerSettings i: number isGameRunning: boolean - j: number isGamePaused: boolean - wait: number + addPlayer(string, number) - gamePage: GamePage + saveScoreTable() - scoreTable() GamePage + playerTable() userScore() + draw() + setAvatar(p5.Image) - redAvatar: Button + setSize(number, number) - segmentedMedia: SegmentedMedia -blueAvatar: Button + setCoordinates(number, number) **ThemeMusic** - gameStatus: GameStatus -greenAvatar: Button - checkForPress() -selectedAvatar: p5.Image isMouseWithinButtonBorder() -sel: extendedElement selectedItemBox: String[] + draw(number) +drawContent() arrayIndex: number - responsiveX() +isGameOver() +eventHandler() + createSelector() +exposeScore() Player - selectMusic() + setTheme(string) +resetParam() + playerName: string drawHomePage() + checkIfGameIsComplete() + playerScore: number -.drawGamePage() +checkLevel() draw() +checkLives() + eventHandler() - startButtonPressed resetButtonPressed() - quitButtonPressed() -pauseButtonPressed() resumeButtonPressed() redAvatarPressed() segmentedMedia **PlayerSettings** gameStatus blueAvatarPressed() -greenAvatarPressed() -myName: string -segmentScore: number -frameWidth: number -prevKey: string|null -levelStartTime: date -img: p5.Image -lapsedSeconds: number + update() -level: number -UrlRoot: string + getUserName() -lives: number - handleUserInput() -imgsTags: string -timerCount: number - addCharacterToText() -pieceHeight: number -score: number SoundEffects + setMyName(string) -xPos: number +levelCompleted: boolean + getMyName() -noOfSegments: number - gameOver: boolean + draw() - swoosh: p5.SoundFile -segmentPosition: number [] Avatar - spaceClick: p5.SoundFile - boooo: p5.SoundFile -selectedSegment: number + getGameStatus() tadaa: p5.SoundFile + redAvatar: p5.Image + setGameScore(number, number) - yaaayy: p5.SoundFile + blueAvatar: p5.Image -getTime() + greenAvatar: p5.Image +getOffset() +drawStatus() -getImgURL() +updateStatus() +spaceBarSound() vPos: number -referanceFrame() - heart (number, number, number) +swooshSound() frameCount: number -drawMovingImage() + getSegmentScore(+booooSound() wait: number -imageLoaded(p5.Image) + getLevel() +updateParameters() +tadaaSound() +updateSegements() + getIfLevelComplete() +yaaayySound() +draw() +getIfNoMoreLives() + drawAvatar(p5.Image) +getSelectedSegmentPosition() +setTag()

+resetParameters()