Explanation of the Algorithm

My code lets user play a game called "Bubble Trouble" in the game there are balls, a player and an arrow. Player can move right and left and can shoot an arrow that will travel exactly upwards and split any ball that touches it into two smaller balls. If an arrow splits a ball it vanishes. Balls can collide with player and cause the user to lose the game. User can also lose the game if cannot vanish balls in given time, shown as bar at the bottom. My code has a main class for game loops, an environment class for drawing methods, a bar class for calculating remaining time, also player, ball, and arrow classes for moving objects. Ball class also has 2 methods to check collisions.

Canvas Output:

https://drive.google.com/file/d/1SXj_lxxfMxreYF2or5VAhSNDcJnAFgkI/view?usp=sharing