

Model
Classes
Player()

View
Classes
GUI()

Controller
Classes
GameLord

Player
-name : String
+getName() : String +setName() : String +equals(obj : Object) : Boolean +Player() +Player(name : String)

GUI
-frame : JFrame -button : JButton -menu : JMenu -menuBar : JMenuBar -startGame : JMenuItem -resetGame : JMenuItem -endGame : JMenuItem
+displayScore() : void +initiateMenu() : void +actionPerformed(e :(ActionEvent)) : void +createShapes() : void +GUI()

GameLord
-gui : GUI -score : int -win : boolean -ballX : int -ballY : int -isWinner : boolean -MAX_SCORE : int : final
+getters + setters +checkForWin() : boolean +