Blue ball factory design document

I am creating a blue ball factory. This factory will:

* The Ball with have the colour Cyan
* The Square will have the colour Green
* If the items collide, they will turn Blue
* The square is heavy
* The ball is light
* When an item hits a stationary item, the item will bounce off the stationary item
* When an item hits the conveyor belt it will move
* The ball will bounce more when they colloid as the ball is lighter
* There are pipes, triangles, conveyer and walls are these are all stationary.
* The game will be designed in a retro style. Black background with white characters. Only show the outline of the objects except for the ball and square.
* The user can Exit, add a square and add a ball.
* If the scanner-A detects an item that is blue and is a square, it will activate the crusher. The crusher will make the item turn red
* If Scanner-B detects a red it item, the trap door will allow the detected item to fall through the trap door

# Activity Diagram:

# Wireframe diagram:

# Class diagram