Background() : is static sprite to hold background image

Background doesn't move.

Character() : Character is controlled by virtual joystick when touchscreen. Character is controlled by arrow keys when no touchscreen.

Character's purpose is to jump aboard plane and steer it safely to landing pad (the black strip).

Character wraps when hits edge.

Plane() : Plane is free moving until character jumps aboard. When character jumps aboard, plane is controlled by virtual joystick on touchscreen or arrow keys if no touchscreen.

Plane keep track of its lives in score variable. Plane stops movement forward when hits pad.

Plane wraps when hits edge.

Bomb() : Bomb is free moving at constant speed down. Every time it touches plane, plane loses lives.

Bomb wraps when hits edge.

Bomb makes explosion sound when it hits plane.

Tree() : Tree stands still.

Tree subtracts lives from plane when plane hits it.

Tree makes crashing sound when plane hits it.

LandingPad() : Plane stops movement forward and game ends when plane lands on pad.

LostGame() : Checks for lives equal to 0 or less and ends game with Lose text.

WinGame() : Checks for plane hitting pad and ends game with Celebration text

checkGuyPlaneCollision() : Check for plane guy hitting plane. When character hits plane, plane image is switched and joystick/arrow key control is switched from character to plane

checkPlanePadCollision() : Checks for plane hitting pad and ends game with Win text

checkBombPlaneCollision() : Checks for bomb hitting plane and subtracts lives from plane when it hits.

checkPlaneTreeCollision() : Checks for plane hitting tree and subtracts lives from plane when it hits.

planeDead() : Shows losing screen when lives reaches 0 or less

initializeSounds() : Initializes sound objects

restart() : restarts the game