



Player

Game System

loop

"spacebar" is pressed

Starts game and requests username

Enter username

Display username

loop
(life>0 &&
level<=3)

alt

[LeftKey is pressed]

Moves sprite to the left

[RightKey is pressed]

Moves sprite to the right

break

[Restart button is clicked]

Restarts Game

opt

[Pause button is clicked]

Pause Game

[Resume button is clicked]

Resume Game



