<<Enumeration>>
Direction

Left

Right

Bin

+name : String
+ type : WasteType
+ content : ArrayList<Waste>

+ addWasteToBin(waste : Waste)
+ isCompatible(waste : Waste): Boolean

Game

+ player : Player
+ ActiveWasteList : ArrayList<Waste>
+ BinList : ArrayList <Bin>

+ play()
+ displayPlayersBin()
+ displayActiveWaste()
+ displayScore()
+displayMainMenu()
+displayPauseMenu()
+displayEndMenu()

1

ComposedWaste

+name : String
+ isComposedOf : ArrayList<Waste>
+ isSliced : Boolean
+ speed : float

+ slice() : Waste, Waste

1

Waste

+ name : String
+ type : WasteType
+ speed : Float

+ method(type): type

Player

+ name : String
+ score : Float
+ lives : Int = 3
+ leftHand : Bin
+ rightHand : Bin

+ addToScore()
+ changeBin(direction : Direction, waste : Waste)

<<Enumeration>>
WasteType

Recyclable

Biodegradable

Nuclear

Chemical

Non-Recyclable