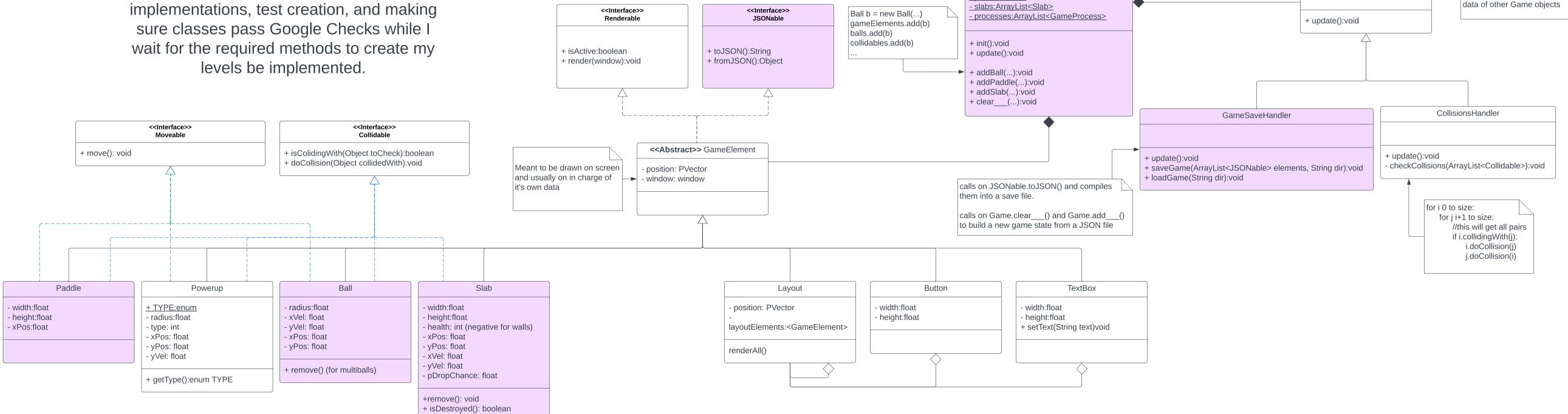
I am mainly in charge of creating the levels for the game. I will be using the classes and interfaces highlighted in light purple to create each level.

I will also be assisting with other class implementations, test creation, and making



inputHandler

+ KEY:enum

- instance:inputHandler - keyStateMap:hashmap

+ updateKey(int keyCode):void

+ getInstance():inputHandler

- balls:ArrayList<Ball>

- paddle:Paddle

+ getKey(enum KEY):boolean keyState

Game

- gameElements:ArrayList<GameElement>

<<Abstract>> GameProcess

not meant to be drawn on

screen, and usually handles the