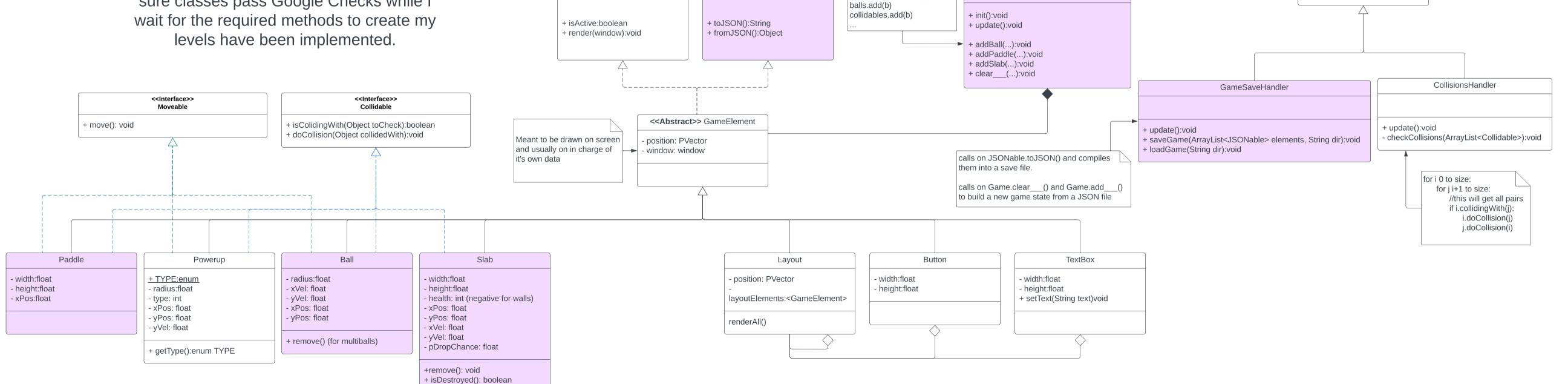
I am mainly in charge of creating the levels for the game. I will be using the classes and interfaces highlighted in light purple create each level.

I will also be assisting with other class implementations, test creation, and making sure classes pass Google Checks while I wait for the required methods to create my levels have been implemented.



<<Interface>>

JSONable

<<Interface>>

Renderable

inputHandler

+ KEY:enum

instance:inputHandlerkeyStateMap:hashmap

+ updateKey(int keyCode):void

+ getInstance():inputHandler

- balls:ArrayList<Ball>

- slabs:ArrayList<Slab>

- paddle:Paddle

Ball b = new Ball(...)

gameElements.add(b)

+ getKey(enum KEY):boolean keyState

Game

- gameElements:ArrayList<GameElement>

- processes:ArrayList<GameProcess>

<<Abstract>> GameProcess

+ update():void

not meant to be drawn on

data of other Game objects

screen, and usually handles the