Window

+ minSize:int
+ maxSize:int
+ Player:
+ Background:
+ Rockets
+ score: int

+ keyPressed(Key Event):void
- remove():

Player

+ name:String
+ points: int
- attribute3:type

+ jump(): void
+ shoot(): void

<<interface>> Drawable

+draw(): void

CompoundBackground

+ speed: int
+ attribute2:type
- attribute3:type

+ getDataFromAPI():
- move(speed):void
-

Manager_Class

- player: Player
- rockets: List<Rockets>
- zappers: List<Zapper>
- background: Background

+ update()
+ render(Window)

<<interface>> Movable

+ move(): void

Zapper

- position: int

Bullet

+ speed

+draw()

Rocket

+ shape:String

+ shoot(): void
+ speed():void

Coin

+ shape:String
+ value:int
+ colour:String

<<interface>> Destroyable

+ onHit():void

Management compound
for iterable classes

Relative positions of
coin/zappers

Movement management
class

Graphics class only if
we are drawing the
components,
otherwise we can use
processing.org

Load image from
processing.org