Class	Responsibility	Contributor
BlackHole	Represents a type of obstacle in the game which is deadly to the doodle character; extends Obstacle	Alexa , Charlie
DoodleChar	Represents the doodle character controlled by the user; handles doodle movement	Charlie, William, Trevor
MovingMonster	Represents a type of obstacle in the game (monster) which can move horizontally across the screen; extends Obstacle	Alexa
Obstacle	Parent class to BlackHole, MovingMonster, and StationaryMonster to represent a generic obstacle	Alexa
StationaryMonster	Represents a type of obstacle in the game (monster) which cannot move; extends Obstacle	Alexa
GameScreen	Represents the main screen for gameplay; handles character movement and gravity and brings in platform and obstacle objects	Alexa, Charlie, William, Trevor
StartScreen	Builds and manages the start screen scene (title, play button)	William
StatScreen	Builds and manages the stat screen scene (title, score, play, menu)	Alexa, William, Charlie
ChunkLoader	Responsible for generating and managing a chunk of the game world. Chunks are sections of the game's background that load as the character moves upward	Alexa, Trevor
DifficultyState	Enumerator to represent the difficulty levels in the game	Trevor, Alexa

Direction	Enumerator to represent the direction of movement for the doodle character	Charlie
GameData	Class to store the current score of the game to be passed to the stat screen	Charlie, Alexa, William
GameState	Enumerator demonstrating what state the game is in	Alexa
Global	Represents global variables used acrpdd the project	William
MainApp	Main entry point of the program where the game is built and ran; starts the JavaFX app	William, Charlie
Platform	Represents a platform in the game that the doodle character can land on; either normal or bounce	Alexa, Trevor
SceneManager	Class for managing scenes added with corresponding String label; scenes can be activated, accessed, and removed	Willam