Main

+Main():

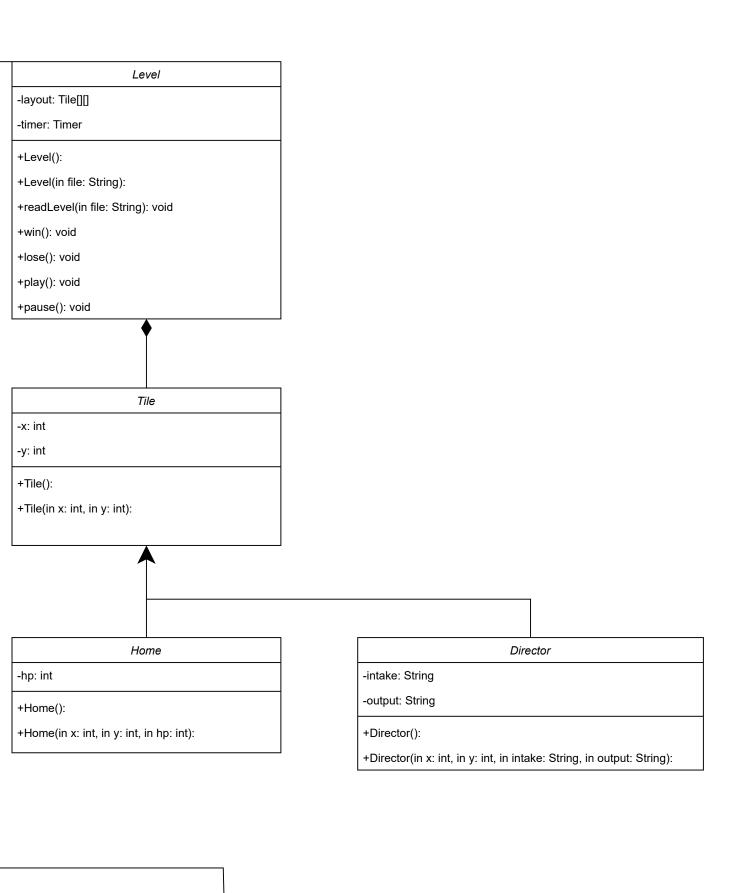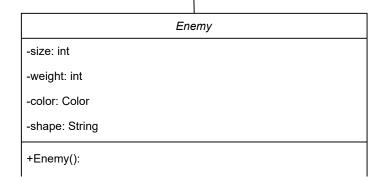## Game

-entities: ArrayList<Entity>

-labels: HashMap<String, Entity>

-state: String

-level: Level

-levelNum: int

+Game():

+game(): void

+menu(): void

+settings(): void

+loadGame(): void

+paintComponent(in g: Graphics): void

+paintComponent(in g: Graphics): void

+drawGame(in g: Graphics): void

+drawMenu(in g: Graphics): void

+drawSettings(in g: Graphics): void

+drawPause(in g: Graphics): void

+drawEntities(in g: Graphics): void

+mouseClicked(in e: MouseEvent): void

Entity

-x: int

-y: int

-dx: int

-dy: int

+Entity():

+Entity(in x: int, in y: int, in dx: int, in dy: int):

Text

-background: boolean

-name: String

-font: Font

+Text():

+Text(in x: int, in y: int, in dx: int, in dy: int, in background: boolean
in name: String, in font: Font):

Level

-layout: Tile[][]

-timer: Timer

+Level():

+Level(in file: String):

+readLevel(in file: String): void

+win(): void

+lose(): void

+play(): void

+pause(): void

Tile

-x: int

-y: int

+Tile():

+Tile(in x: int, in y: int):

Home

-hp: int

+Home():

+Home(in x: int, in y: int, in hp: int):

Director

-intake: String

-output: String

+Director():

+Director(in x: int, in y: int, in intake: String, in output: String):

Enemy

-size: int

-weight: int

-color: Color

-shape: String

+Enemy():

```
┌─────────────────────────────────────────────┐
│            ...g, in font: Font):             │
│                                              │
└─────────────────────────────────────────────┘
                       ▲
                       │
                       │
┌─────────────────────────────────────────────┐
│                   Button                     │
├─────────────────────────────────────────────┤
│ +Button():                                   │
│                                              │
│ +Button(in x: int, in y: int, in dx: int, in dy: int, in background: boolea│
│ in name: String, in font: Font):             │
│                                              │
└─────────────────────────────────────────────┘
```

+Enemy(in x: int, in y: int, in dx: int, in dy: int, in size: int,
in weight: int, in color: Color, in shape: String):

+Enemy(in x: int, in y: int, in dx: int, in dy: int, in size: int,
in weight: int, in color: Color, in shape: String):