**Class Diagram**

Since most of the game takes place in the main class, we do not have many classes. Therefore, I have shown some of the most important classes which are used; The main where the majority of the code takes place, The rotatingCube class which holds the info for the cube which, if given more time, we would have made into a 3D coin and made into a fully functioning collectable & finally the RT3D class which is used for a lot of the 3D functionality of our project.

