Objects

* Monkey – Number of darts, Strength thrown, angle
* Arrow, direction (angle)
* Balloons (Multiple colours)
* Number of darts
* Button – Main menu, Reset level, More games
* Darts
* Background (world)
* Best score
* Popped
* Target

|  |  |  |  |
| --- | --- | --- | --- |
| Data | Type | Validation | Purpose |
| Number of darts | Integer | 0 - 4 | Number of available darts. 0 = End of level. |
| Strength thrown | Integer | 1-100 | Determine the speed of a dart. |
| Angle | Integer | 0 - 360 | Determine the direction of the dart. |
| Best score | Integer | 0 – 70 | Keep track of the players highest score. |
| Popped | Integer | 0 – 70 | Keeps track of how many balloons have been popped. |
| Target | Integer | 70 | Target number of balloons to be popped. |
| Balloon colour | Integer | 1 – 4 | Give the balloon a colour. |
| Balloon position | Two integers |  | Store the balloons position |
| Balloon angle | Integer | 0 – 30 | Store the balloons angle |