**Object Diagram**

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| **Scoreboard : screen.** | | |
| **Eigenschappen**  \_scores : Array = []  \_right : TextField;  \_left : TextField; | **Functions**  Function set player1 (value:number) :void  Function set player2 (value Number) :void  Function get player1():number  Function get player2():number  Function scoreboard():void  Function init(e:event):void |

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| **GameOverScreen : screen.** | | |
| **Eigenschappen**  \_title : TextField;  \_timer : Timer;  Static const var RESET : string | **Function**  GameOverScreen () : Void  Init ( e:event): Void  onComplete (e:TimerEvent):void  reset(e:KeyboardEvent = null):void |

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| **GameOverScreen extends screen.** | | |
| **Eigenschappen**  \_title : TextField;  \_timer : Timer;  Static const var RESET : string | **Function**  GameOverScreen () : Void  Init ( e:event): Void  onComplete (e:TimerEvent):void  reset(e:KeyboardEvent = null):void |