Class: Player

String: name

int: items (count of items collected)

int: move (input ‘a’ = 1, input ‘w’ = 2, input ‘d’ = 3, input ‘s’ = 4.

String: image

Class: Enemy

int: move

String: image

int: timing (how long before enemy appears

Class: Item

String: image

int: count (how many items are to appear)

int: yCord

int: xCord

**Class** Game:

Main method

Gather input from user

Create instances of other classes

Display start screen then graphical interface