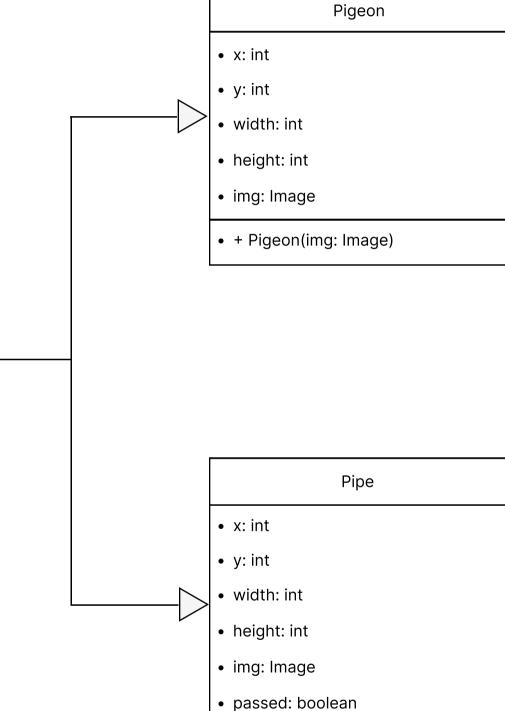
				boardWidth: int
				boardHeight: int
				backgroundImg: Imag
				pigeonImg: Image
				topPipeImg: Image
				bottomPipeImg: Imag
				• pigeonX: int
				• pigeonY: int
				• pigeonWidth: int
				• pigeonHeight: int
				• pipeX: int
				pipeY: int
				pipeWidth: int
		InicioTela]	• pipeHeight: int
			-	• pigeon: Pigeon
		btnIniciarJogo: JButton		velocityX: int
		btnSair: JButton		velocityY: int
		IblPontos: JLabel		• gravity: int
		parentFrame: JFrame		pipes: ArrayList <pipe< td=""></pipe<>
		gamePanel: DeliveryPigeon		random: Random
Арр	_	backgroundImage: BufferedImage		gameLoop: Timer
·main(args: String[])		+InicioTela(parentFrame: JFrame)		placePipeTimer: Time
3.17		+paintComponent(g: Graphics)		• gameOver: boolean
		+showScore(score: int)		score: double
		-iniciarJogo()		highScore: double
		• -sair()		paused: boolean
		+showInicioTela()		 parentFrame: JFrame
		+main(args: String[])		inicioTela: InicioTela
		· · · · · · · · · · · · · · · · · · ·	J	preferences:
				preferences. Freferen
				+DeliveryPigeon(pare
				-loadImage(fileName)
				• -placePipes()
				• +paintComponent(g:
				-draw(g: Graphics)
				-showInicioTela()
				• -restartGame()
				• -move()
				• -collision(a: Pigeon, b
				• +actionPerformed(e:
				• +keyPressed(e: KeyE
				• +keyTyped(e: KeyEve
				• +keyReleased(e: Keyl
				• +main(args: String[])

boardWidth: int boardHeight: int backgroundImg: Image pigeonImg: Image topPipeImg: Image bottomPipeImg: Image pigeonX: int pigeonY: int pigeonWidth: int pigeonHeight: int pipeX: int pipeY: int pipeWidth: int pipeHeight: int pigeon: Pigeon velocityX: int velocityY: int gravity: int pipes: ArrayList<Pipe> random: Random gameLoop: Timer placePipeTimer: Timer gameOver: boolean score: double highScore: double paused: boolean parentFrame: JFrame inicioTela: InicioTela preferences: Preferences +DeliveryPigeon(parentFrame: JFrame, inicioTela: InicioTela) -loadImage(fileName: String): Image -placePipes() +paintComponent(g: Graphics) -draw(g: Graphics) -showInicioTela() -restartGame() -move() -collision(a: Pigeon, b: Pipe): boolean +actionPerformed(e: ActionEvent) +keyPressed(e: KeyEvent) +keyTyped(e: KeyEvent) +keyReleased(e: KeyEvent)

DeliveryPigeon



+ Pipe(img: Image)