**Final Lab Whack-A-Mole Game**

**Due 11:59pm, May-05**

**Name: \_\_**Greg Weed**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

Action Listener

Game Thread Starts

Run method starts here

Set Moles to Grass Icon/Get user inputs from selections.

Timer Ends/Playing Field Resets (Game/Time Threads end)

Program Terminated

Waiting for user Input,

(Start Click) or close program

No

Action Listener waiting for clicked moles/ resets missed moles

Yes

Randomly generates moles/Adds and removes them from the screen

Game Running?

Starts Progress Bar

Get User Time Input

Time Thread Starts