Those are inside Heba Elwazzan | Omar Aboushousha | John Hany the model package GameModel <<interface>> score:int GameActions - time:Time Observable ------lives: int <<interface>> Player (User) -gameState: GameState GameObject + createGameObject():GameObject + updateObjectsLocations():void - updateScore():void - name:String + sliceObjects():void - updateTime():void + getObjectType():ENUM - classicHighScore:int = 0 + saveGame():void -updateLives():void + getXLocation():int - arcadeHighScore:int = 0 + loadGame():void Slices + getYLocation():int + resetGame():void + getMaxHeight():int + getInitialVelocity():int + getFallingVelocity():int + isSliced():boolean + hasMovedOffScreen():boolean + slice():void + move(double time):void <<interface>> State Design —behaviour depends on ------+ getBufferedImage():BufferedImage[] Pattern GameState Fruit Bomb ClassicGameState ArcadeGameState Apple Banana Waternelon SpecialFruit FatalBomb DangerousBomb LevelOneState LevelTwoState LevelThreeState

FruitWithBonus

Decorator Class

Fruit Ninja