

SimpleGame	
f 🐍	time int
f 🐍	snakexlength int[]
f 🐍	snakeylength int[]
f 🐍	left boolean
f 🐍	right boolean
f 🐍	up boolean
f 🐍	down boolean
f 🐍	gameOver boolean
f 🐍	rightmouth Imgelcon
f 🐍	upmouth Imgelcon
f 🐍	downmouth Imgelcon
f 🐍	leftmouth Imgelcon
f 🐍	snakeimage Imgelcon
f 🐍	lengthsnake int
f 🐍	timer Timer
f 🐍	delay int
f 🐍	Simplefruitxpos int[]
f 🐍	Bigfruitxpos int[]
f 🐍	Decreasefruitxpos int[]
f 🐍	Bombfruitxpos int[]
f 🐍	fruitypos int[]
f 🐍	Obstaclexpos int[]
f 🐍	Obstacleypos int[]
f 🐍	Simplefruit Imgelcon
f 🐍	Bigfruit Imgelcon
f 🐍	Decreasefruit Imgelcon
f 🐍	Bombfruit Imgelcon
f 🐍	Castleobstacle Imgelcon
f 🐍	random Random
f 🐍	xpos int
f 🐍	ypos int
f 🐍	randomFruit Random
f 🐍	PopsUp int
f 🐍	score int
f 🐍	moves int
f 🐍	titleImage Imgelcon
m 🐍	SimpleGame()
m 🐍	paint(Graphics) void
m 🐍	actionPerformed(ActionEvent) void
m 🐍	keyTyped(KeyEvent) void
m 🐍	keyPressed(KeyEvent) void
m 🐍	keyReleased(KeyEvent) void

StarGame	
f 🐍	time int
f 🐍	snakexlength int[]
f 🐍	snakeylength int[]
f 🐍	left boolean
f 🐍	right boolean
f 🐍	up boolean
f 🐍	down boolean
f 🐍	gameOver boolean
f 🐍	rightmouth Imgelcon
f 🐍	upmouth Imgelcon
f 🐍	downmouth Imgelcon
f 🐍	leftmouth Imgelcon
f 🐍	snakeimage Imgelcon
f 🐍	lengthsnake int
f 🐍	timer Timer
f 🐍	delay int
f 🐍	Simplefruitxpos int[]
f 🐍	Bigfruitxpos int[]
f 🐍	Decreasefruitxpos int[]
f 🐍	Bombfruitxpos int[]
f 🐍	fruitypos int[]
f 🐍	Obstaclexpos int[]
f 🐍	Obstacleypos int[]
f 🐍	Simplefruit Imgelcon
f 🐍	Bigfruit Imgelcon
f 🐍	Decreasefruit Imgelcon
f 🐍	Bombfruit Imgelcon
f 🐍	Castleobstacle Imgelcon
f 🐍	random Random
f 🐍	xpos int
f 🐍	ypos int
f 🐍	randomFruit Random
f 🐍	PopsUp int
f 🐍	score int
f 🐍	moves int
f 🐍	titleImage Imgelcon
m 🐍	StarGame()
m 🐍	paint(Graphics) void
m 🐍	actionPerformed(ActionEvent) void
m 🐍	keyTyped(KeyEvent) void
m 🐍	keyPressed(KeyEvent) void
m 🐍	keyReleased(KeyEvent) void

KittyGame	
f 🐍	time int
f 🐍	snakexlength int[]
f 🐍	snakeylength int[]
f 🐍	gameOver boolean
f 🐍	left boolean
f 🐍	right boolean
f 🐍	up boolean
f 🐍	down boolean
f 🐍	rightmouth Imgelcon
f 🐍	upmouth Imgelcon
f 🐍	downmouth Imgelcon
f 🐍	leftmouth Imgelcon
f 🐍	snakeimage Imgelcon
f 🐍	lengthsnake int
f 🐍	timer Timer
f 🐍	delay int
f 🐍	Simplefruitxpos int[]
f 🐍	Bigfruitxpos int[]
f 🐍	Decreasefruitxpos int[]
f 🐍	Bombfruitxpos int[]
f 🐍	fruitypos int[]
f 🐍	Simplefruit Imgelcon
f 🐍	Bigfruit Imgelcon
f 🐍	Decreasefruit Imgelcon
f 🐍	Bombfruit Imgelcon
f 🐍	Castleobstacle Imgelcon
f 🐍	random Random
f 🐍	xpos int
f 🐍	ypos int
f 🐍	randomFruit Random
f 🐍	PopsUp int
f 🐍	score int
f 🐍	moves int
f 🐍	titleImage Imgelcon
m 🐍	KittyGame()
m 🐍	paint(Graphics) void
m 🐍	actionPerformed(ActionEvent) void
m 🐍	keyTyped(KeyEvent) void
m 🐍	keyPressed(KeyEvent) void
m 🐍	keyReleased(KeyEvent) void

GameState	
f 🐍	gsm GameStateManager
m 🐍	update() void
m 🐍	draw(Graphics2D) void
m 🐍	keyPressed(int) void
m 🐍	keyReleased(int) void

MenuState	
f 🐍	bg Background
f 🐍	currentChoice int
f 🐍	options String[]
f 🐍	titleColor Color
f 🐍	titleFont Font
f 🐍	font Font
m 🐍	MenuState(GameStateManager)
m 🐍	update() void
m 🐍	draw(Graphics2D) void
m 🐍	select() void
m 🐍	keyPressed(int) void
m 🐍	keyReleased(int) void

GamePanel1	
f 🐍	WIDTH int
f 🐍	HEIGHT int
f 🐍	SCALE int
f 🐍	thread Thread
f 🐍	running boolean
f 🐍	FPS int
f 🐍	targetTime long
f 🐍	image BufferedImage
f 🐍	g Graphics2D
f 🐍	gsm GameStateManager
m 🐍	GamePanel()
m 🐍	addNotify() void
m 🐍	init() void
m 🐍	run() void
m 🐍	update() void
m 🐍	draw() void
m 🐍	drawToScreen() void
m 🐍	keyTyped(KeyEvent) void
m 🐍	keyPressed(KeyEvent) void
m 🐍	keyReleased(KeyEvent) void

Background	
f 🐍	image BufferedImage
f 🐍	x double
f 🐍	y double
f 🐍	dx double
f 🐍	dy double
f 🐍	moveScale double
m 🐍	Background(String, double)
m 🐍	setVector(double, double) void
m 🐍	update() void
m 🐍	draw(Graphics2D) void

GameStateManager	
f 🐍	gameStates ArrayList<GameState>
f 🐍	currentState int
f 🐍	MENUSTATE int
m 🐍	GameStateManager()
m 🐍	update() void
m 🐍	draw(Graphics2D) void
m 🐍	keyPressed(int) void
m 🐍	keyReleased(int) void

Game	
m 🐍	main(String[]) void
m 🐍	simple() void
m 🐍	kitty() void
m 🐍	star() void