Gold_Miner_class_diagrams

- 📦 src
  - 📦 controller
    - GameController.java
  - 📦 model
    - GameTimer.java
    - Gold.java   ← extends Item
    - Item.java   ← superclass for Gold, Stone
    - Level.java
    - Line.java
    - Score.java
    - Stone.java   ← extends Item
  - 📦 utils
    - ResourceLoader.java
  - 📦 view
    - BackgroundView.java
    - GameOverScreen.java
    - GamePanel.java
    - GameTimerView.java
    - GameWin.java
    - ItemView.java
    - LevelCompleteDialog.java
    - LevelView.java
    - LineView.java
    - ScoreView.java
    - StartScreen.java
    - ScreenListener (interface)

```
└──── 📦 test
    ├───── 📦 controller
    │      └───── GameControllerTest.java
    │
    ├───── 📦 model
    │      ├───── GameTimerTest.java
    │      ├───── GoldTest.java          ← tests subclass
behavior from Item
    │      ├───── ItemTest.java          ← tests shared
behavior
    │      ├───── LevelTest.java
    │      ├───── LineTest.java
    │      ├───── ScoreTest.java
    │      └───── StoneTest.java         ← tests subclass
behavior from Item
    │
    ├───── 📦 utils
    │      └───── ResourceLoaderTest.java
    │
    └───── 📦 view
           ├───── BackgroundViewTest.java
           ├───── GameOverScreenTest.java
           ├───── GamePanelTest.java
           ├───── GameTimerViewTest.java
           ├───── GameWinTest.java
           ├───── ItemViewTest.java
           ├───── LevelCompleteDialogTest.java
           ├───── LevelViewTest.java
           ├───── LineViewTest.java
           ├───── ScoreViewTest.java
           └───── StartScreenTest.java
```