

Science Quest

Packages

Logic

Intermediary

GUI

Assets

Classes/Folders

Character

Objects

Levels

Platforms

Main

GameManager

ObjectManager

GameFrame

GamePanel

PlayPanel

InfoPanel

Fonts

Images

Levels

Object-information

Methods/Functions

Moving

Level Interacting

Object Interactions

Layout

Transitions

asset placement

starting the game

Closing the game

Levels

Fetching

Starting

Interactions

Dimensions

Title

Fetching asset

repainting

Layout

Getting Count Time?

level?

Character

Platforms

Objects

batteries

layout

Placement

Interact

Collisions

Placement

Interactions

running the game

fetching and placing assets

Animations

Animations

Painting

Clearing

Layout

Assets

Frames?