Setup

- n/a

+ <<constructor>
Setup(WarehouseBoss warehouseBoss)

MenuScreen

- isMusicOn: boolean
- audioInputStream: AudioInputStream
- clip: Clip
+ musicBtn: JButton

+ <<constructor>> MenuScreen()
+ keyPressed (KeyEvent e): void
+ showMenuScreen(WarehouseBoss
warehouseBoss): void
+ actionPerformed(ActionEvent e): void
+ playGameMusic(): void
+ run(): void
+ setBtnFocus(): void

Tile

- currPositionX: int
- currPositionY: int
- image: Image

+ <<constructor>>Tile(int x, int y)

+getters & setters

Wall

- currPositionX: int
- currPositionY: int
- image: Image

+ <<constructor>>Wall(int x, int y)

+getters & setters

- currP
- currP
- imag

+ <<c

+gette

WarehouseBoss

- menuscreen: Menuscreen

+ main(args:String[])

Board

- allGoals: ArrayList<Goal1>
- flag: int
- resetFlag: boolean
- isFirstTime: int

- map: char[][]
- prevMoveMap: char[][]
- oldMap: char[][]

- timer: Timer
- p: Player
- warehouseBoss: WarehouseBoss

- unit: int
- x: int
- y: int
- mapList: ArrayList<char[][]>
- isComplete: boolean
- playLvlCompleteAudio: boolean
- count: int

- nextLvlBtn: JButton
- resLvlBtn: JButton
- quitLvlBtn: Jbutton

+ <<constructor>>Board(Warehouseboss warehouseboss)
+ duplicateMaps(char [][] map): char[][]
+ gatherAllMaps(): ArrayList<char[][]>
+paintComponent(Graphics g): void

- doDrawing(Graphics g): void

Player

- currPositionX: int
- currPositionY: int

+ <<constructor>>Player(int x, int y)
+KeyPressed(KeyEvent e, char[][] map): void

+getters & setters

Box

- currPositionX: int
- currPositionY: int

+ <<constructor>>Box(int x, int y)

+getters & setters

Goal

- currPositionX: int
- currPositionY: int
- image: Image

+ <<constructor>>Goal(int x, int y)

+getters & setters

onGoal

- currPositionX: int
- currPositionY: int
- image: Image

+ <<constructor>>OnGoal(int x, int y)

+getters & setters

Goal1

- currPositionX: int
- currPositionY: int

+ <<constructor>>Goal(int x, int y)

+getters & setters