**MyFlappyBird**

1. Bird.

* *Attributes*
* Weight
* Height
* x, y.
* Methods
* Contracters
* Getters and setters
* Flappy()
* notFlappy()
* validateBird()

1. Tube

* Attributes
* Weight
* Height
* X,Y
* Methods
* Contracters
* Getters and setters
* Move()

1. Game

* Attributes
* Bird bird = new bird();
* Tube tube = new Tube();
* Methods
* showGame()
* Touch()
* ValidateGame()

1. Point

* Attributes
* Point.
* Methods
* Contracters
* Getters and setters
* addPoint

1. Run

* While (ValidateGame){

….

}