

Flappy

```
-bool chave  
-bool key  
-string cascadeName  
-clock_t tempo_inicio  
-double duracao_tempo  
+void salvarScore(int pontuacao)  
+int resgataScore()  
+void record()  
+int FlappyGame  
+void drawTransparency(Mat frame, Mat transp, int xPos, int yPos)  
+void drawTransRect(Mat frame, Scalar color, double alpha, Rect region)  
+void detectAndDraw( Mat& img, CascadeClassifier& cascade, double scale, bool tryflip);
```

Game

```
-cv::Mat background  
+void run()
```