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| Main Menu |
| Id: String = “menu”  GameSound: Audio |
| StartButton()  OpButton()  LbButton()  QuitGame() |

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| Game |
| Canvas: Canvas Element  Ctx: Canvas Rendering  Score: int  LevScore: int[]  I: int  Counter: int  totScore: int  startTime: Date  endTime: Date  minsPlayed: int  GameSound1: Audio  GameSound2: Audio  GameSound3: Audio  GameSound4: Audio  GameSound6: Audio  GameSound7: Audio  Ball: Object  Hole: Object  Sand: Object  Water: Object  Wall: Object  isDragging: Bool  dragStart: X int, Y int |
| Leaderboard()  Json\_to\_stor() |

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| Options |
| Id: “opPage” = String  BallColor = String |
| Menu()  Save() |

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| Leaderboard |
| Id: “lbPage” = String  name: String  MinsPlaying: int  totScore: int |
| Menu()  Stor\_to\_json() |

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| --- | --- | --- | --- | --- |
| Ball | Hole | Sand | Water | Wall |
| X: int  Y: int  Radius: int  Color: String  VelocityX: int  VelocityY: int | X: int  Y: int  Radius: int  Color: String | X: int  Y: int  Radius: int  Color: String | X: int  Y: int  Radius: int  Color: String | X: int  Y: int  Radius: int  Width: int  Height: int |