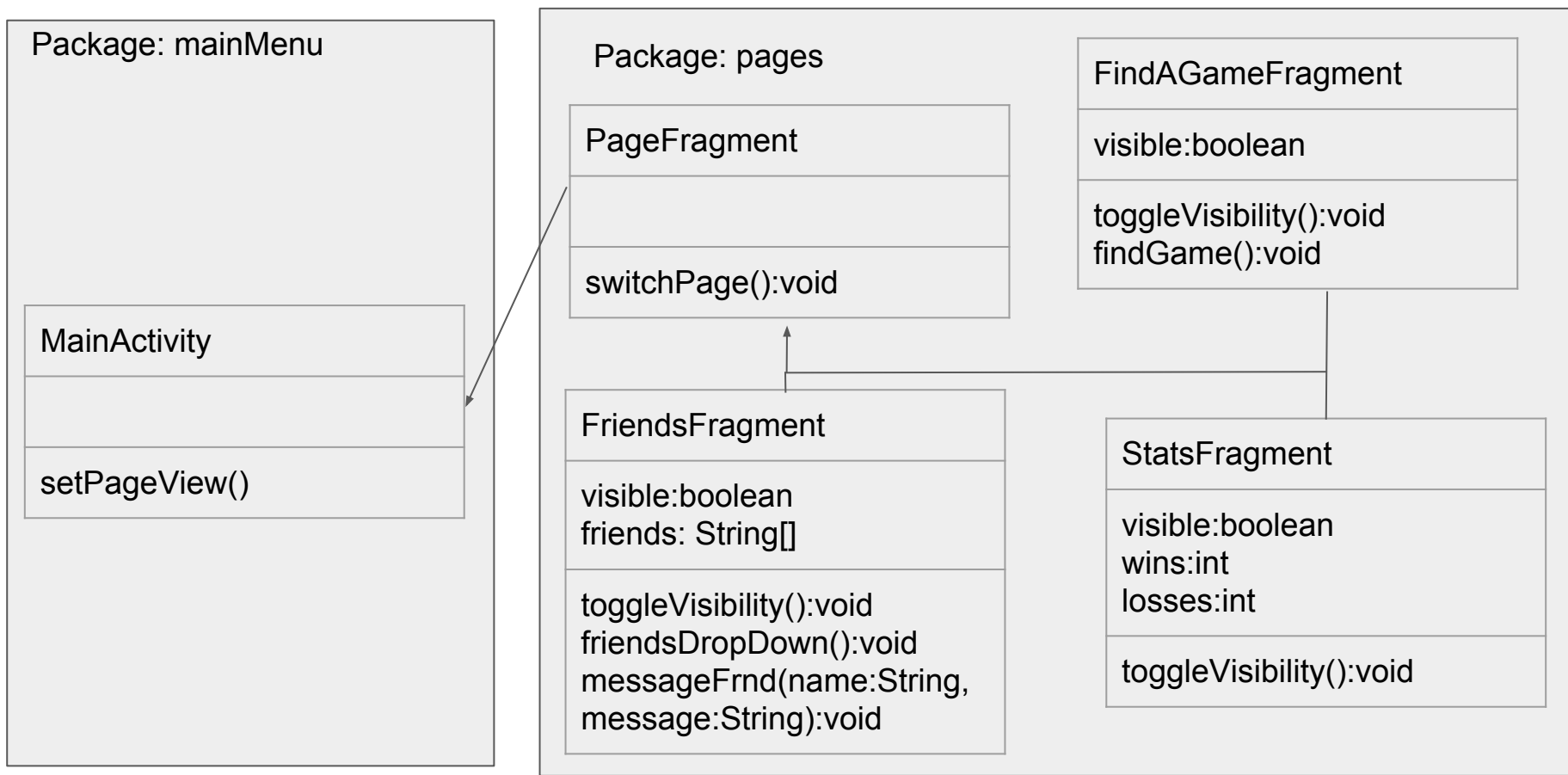
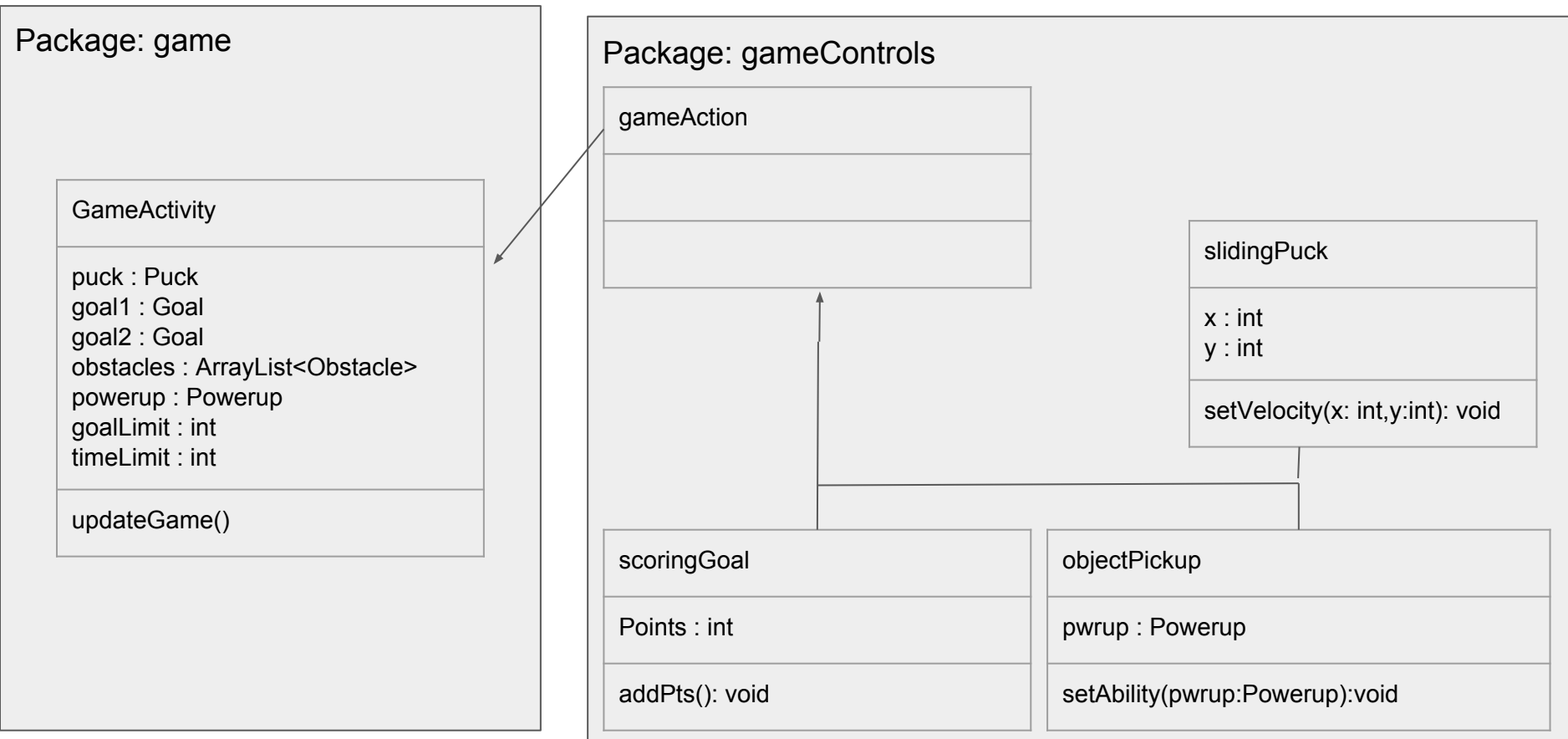


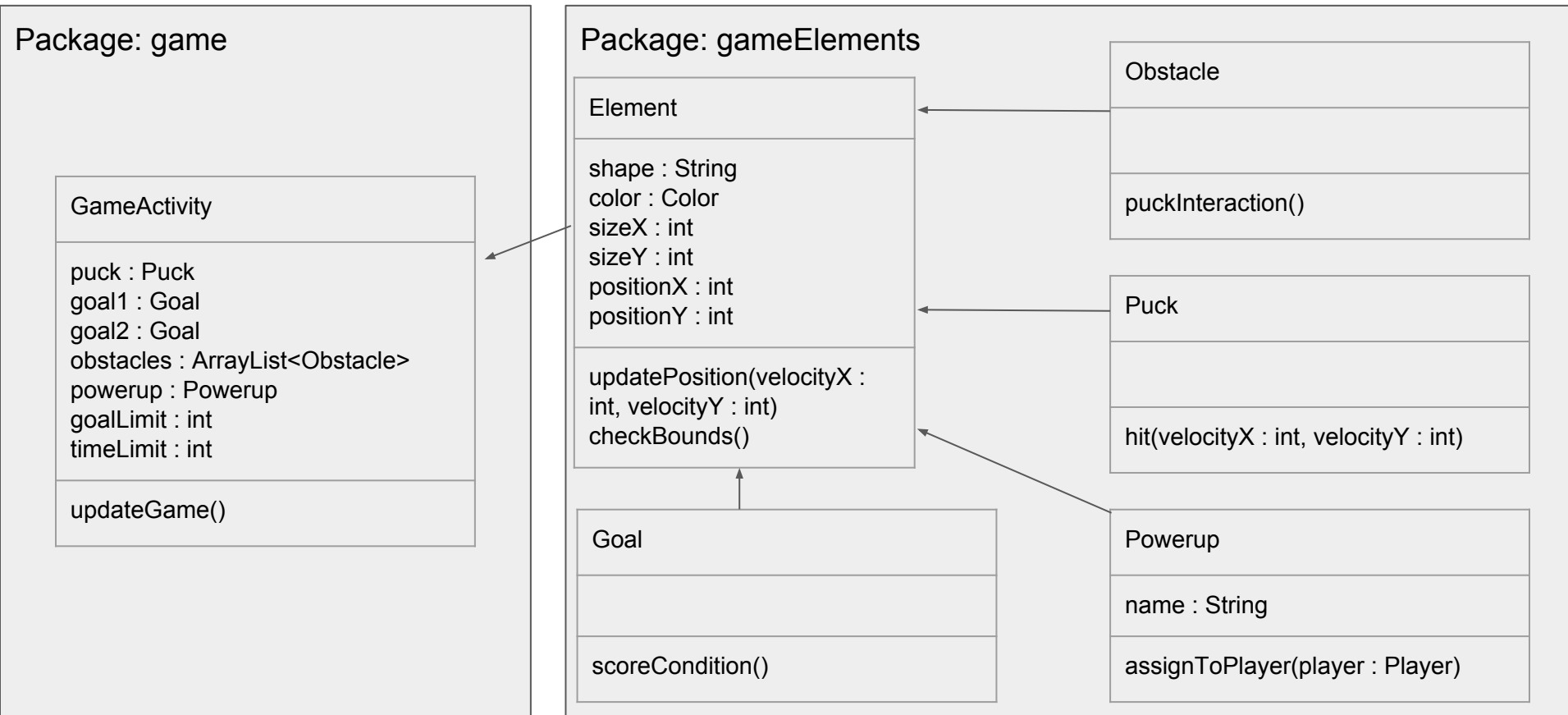
Class Diagrams

1



2





4

Package: communicationHandler

ReceiveHandler

socket : Bluetooth Socket

receiveData()
parseDate()

CommunicationHandler

socket : Bluetooth Socket

sendData(dataBundle :
Bundle)
bundleData()

Package: game

GameActivity

puck : Puck
goal1 : Goal
goal2 : Goal
obstacles : ArrayList<Obstacle>
powerup : Powerup
goalLimit : int
timeLimit : int