Input Listener Class

Variables:
+upPressed, +downPressed, +leftPressed, +rightPressed, +upPressedArrow, +downPressedArrow, +leftPressedArrow, +rightPressedArrow +rightPressed arrow
Methods:
+keyTyped()
+keyPressed()
+keyReleased()

GUI Class

Variables: +gameEnd, +open, +tiles, +scale, +tileSize, +col, +row, +width, +height, +playerSize, +FPS, +xPos, +yPos, +xPos1, +yPos1, +speed, +speed1, +immune, +immunityTimer, +immune1, +immunityTimer1, +difficulty, +i, +interval, +next, +rng, +rng2, +rng3, +remaining, +create, +createP, +createI, +xRand, +yRand, +wRand, +objSize, +p1Score, +p2Score, +p1C, +p2C, +mult, +mult1, +x1, +x2, +y1, +y2, +px1, +px2, +py1, +py2, +p2x1, +p2x2, +p2y1, +p2y2, +bounds

Methods:
+startGameThread()
+getEnemyImage()
+getPowerImage()
+getCoinImage()
+becomeImmune()
+isImmune()
+becomeImmune1()
+isImmune1()
+run()
+update()
+createObstacle()
+createCoins()
+createPower()
+player1Win()
+player2Win()
+tie()
+setPlayer1Color()
+setPlayer2Color()
+paintComponent()
+sendWin()
+findBounds()
+findBoundsP2()

Main Class
Variables: +ins, +input
Methods:
+createStartScreen(),
+createGameWindow(),
+createInstructionsWindow(),
+keyPressed(), +keyReleased(),
+keyTyped()

Obstacle Class

Variables:
+xPos, +yPos, +size, +obs, +c,
Methods:
+updateObstacles()
+getX()
+getY()
+setX()
+setY()
+getSize()
+setSize()
+getColor()
+setColor()

Coin Class
Variables:
+worth
Methods:
+getWorth()
+hide()
+setWorth()

Power-Up:

Variables:
-effect, xPos, yPos, size, obs, effect, c
Methods:
+setEffect(), runEffect(), hide()