**Game Object Class:**  
class that define the Objects in the game.  
  
**Moving Objects:**  
Inherits from Game Object and responsible for all the moving objects in the game.  
  
**Static Objects:**  
Inherits from Game Object and responsible for all the static objects in the game.

**Player:**  
inherits from Moving Objects and is responsible for the player character.  
  
**Char1,Char2,Char3:**  
Characters that the player chooses each one has it’s specialties.

**Enemy:**  
Inherits from Moving Objects and responsible for the moving enemy objects

Easy/Medium/Hard Enemy:  
these are the class of the moving enemies, each has its own specialties.

**Gift:**

Inherits from Satic Objects and responsible of the handling the gifts that the player collects in the game.

Wall:  
static object that define the map and it’s range and borders inherits from Static Object

Coin/heart/WeaponBox/Weapon/Sheild:  
Static Objects that the player collects, each has its own specialties and inherits from Gift Object.

**Menu:**

Class that handles the two different kind of menus.

**Start Menu:**

Inherits from Menu and contains functionalities like : enter user name, help , exit

**MainMenu:**

In the main menu of the game, the menu that the player uses to start a game in single player mode or multiplayer mode , see scores, load previous game stage …

**Board:**  
includes the Static Objects and the Moving objects of their different kinds and responsible for building and updating the map in real time.

**Controller:**

Class responsible for handling the game in real time , handling the player’s inputs , asking the board to move the players and the different objects in the game and showing the board on the screen.

**Toolbar:**

Class that responsible for handling the game data and updating it.

**SinglePlayerTB:**  
toolbar that responsible for handling the data in single player mode.

**MultiplayerTB:**  
toolbar that responsible for handling the data in multiplayer mode.