```
Level1
             Stage stage
  Texture angryBirdSheet, uiTexture,
           moreUITexture
             Skin skin
              Pig pig1
              Pig pig2
          Texture birdSheet
          Texture blockSheet
          RedBird redBird1
          RedBird redBird2
          Slingshot slingshot
       boolean isPaused = false
     TextureRegion pausePopUp
 Label pauseLabel, levelClearedLabel,
     levelFailedLabel, scoreLabel,
     highScoreLabel, scoreLabel2
ImageButton resumeButton, homeButton,
 skipButton, skipButton2, greenButton,
             redButton
  List<Body> bodiesToDestroy = new
            ArrayList<>()
            int score = 0
           Bird currentBird
     Vector2 dragStart, dragEnd
    OrthographicCamera b2dCam
    ShapeRenderer shapeRenderer
       ArrayList<Cube> cubes
       Triangle wood_triangle
            Body ground
    InputMultiplexer inputMultiplexer
       float levelEndTimer = 0
  boolean waitingForLevelEnd = false
       float SLINGSHOT_X =
     AngryBirds.V_WIDTH * 15.5f
       float SLINGSHOT_Y =
     AngryBirds.V_HEIGHT * 27f
          +handleLoading()
           +initializeLevel()
           +beginContact()
```

+endContact() +preSolve() +postSolve() +keyDown() +touchDown() +touchDragged() +touchUp() +getNextSaveFileNumber() +handleCollision() +handleCollisionGround() +handleGroundCollision(material,impulse) +handleGroundCollision(pig,impulse) +processGroundCollision() +updateScore() +recreateStaticObjects() +clearLevel() +saveGame() +captureGameState() +restoreGameState() +destroyBodies() +render() +show() +resize() +pause() +resume() +hide() +dispose()

Level2

Stage stage Texture angryBirdSheet, uiTexture, moreUITexture Skin skin Pig pig1, pig2, pig3 Texture birdSheet Texture blockSheet RedBird redBird1, redBird2 YellowBird yellowBird Slingshot slingshot TNT tnt boolean isPaused = false TextureRegion pausePopUp Label pauseLabel, levelClearedLabel, levelFailedLabel, scoreLabel, scoreLabel2 ImageButton resumeButton, homeButton, skipButton, skipButton2, greenButton, redButton List<Body> bodiesToDestroy = new ArrayList<>() int score = 0Bird currentBird Vector2 dragStart, dragEnd OrthographicCamera b2dCam ShapeRenderer shapeRenderer ArrayList<Rectangle> rods Triangle wood_triangle Body ground InputMultiplexer inputMultiplexer float levelEndTimer = 0 boolean waitingForLevelEnd = false float $SLINGSHOT_X =$ AngryBirds.V_WIDTH * 21.5f float SLINGSHOT_Y = AngryBirds.V_HEIGHT * 27f +handleLoading() +initializeLevel2() +beginContact() +endContact() +preSolve() +postSolve() +keyDown() +touchDown() +touchDragged() +touchUp() +getNextSaveFileNumber() +handleCollision() +handleCollisionGround() +handleGroundCollision(material,impulse) +handleGroundCollision(pig,impulse) +processGroundCollision() +applyDamage() +updateScore() +recreateStaticObjects() +clearLevel() +saveGame() +captureGameState() +restoreGameState() +destroyBodies() +render() +show() +resize() +pause() +resume()

Level3 Stage stage Texture angryBirdSheet, uiTexture, moreUITexture Pig pig1, pig2, pig3, pig4, pig5 Texture birdSheet Texture blockSheet RedBird redBird1, redBird2 YellowBird yellowBird BlueBird blueBird Slingshot slingshot TNT tnt Skin skin boolean isPaused = false TextureRegion pausePopUp Label pauseLabel, levelClearedLabel, levelFailedLabel, scoreLabel, scoreLabel2 ImageButton resumeButton, homeButton, skipButton, skipButton2 List<Body> bodiesToDestroy = new ArrayList<>() int score = 0Bird currentBird Vector2 dragStart, dragEnd OrthographicCamera b2dCam ShapeRenderer shapeRenderer ArrayList<Rectangle> rods Triangle wood_triangle Body ground InputMultiplexer inputMultiplexer float levelEndTimer = 0 boolean waitingForLevelEnd = false float $SLINGSHOT_X =$ AngryBirds.V WIDTH * 21.5f float SLINGSHOT Y =AngryBirds.V_HEIGHT * 27f +handleLoading() +initializeLevel3() +beginContact()

+hide()

+dispose()

+endContact() +preSolve() +postSolve() +keyDown() +touchDown() +touchDragged() +touchUp() +getNextSaveFileNumber() +handleCollision() +handleCollisionGround() +handleGroundCollision(material,impulse) +handleGroundCollision(pig,impulse) +processGroundCollision() +applyDamage() +updateScore() +recreateStaticObjects() +clearLevel() +saveGame() +captureGameState() +restoreGameState() +destroyBodies() +render() +show() +resize() +pause() +resume() +hide() +dispose()

