

BitBuddySpriteHandler

- displayLabel - temporaryLabel

- bitBuddy

bubbleLabels

+ BitBuddySpriteHandler()

+ changeSprite()

+ updatePillsPosition()

+ updateDrinkPosition()

+ updateTacoPosition()+ updateBubblePosition()

+ updateZZZPosition()

+ handleEvent()- displayTacoAndRemove()

display IacoAndRemove()changeSpriteSmoothly()

displayBubbles()displayZZZ()setDefaultSprite()

changeSpriteSmoothly()displayDrink()

displayPills()checkAndUpdateSprite()

cneckAndUpdateSprite(postUpdateCheck()

spriteOrganizer()spriteOrganizer()

spriteOrganizer()checkLevels()