Clock

+ clockText
- clockString
- clockFont
- myClock
- minuteTens
- minuteSingles
- secondTens
- secondSingles
- colon

+ Clock()
+ loadFiles()
+ update()
+ render()
+ startClock()
- setupClockDisplay()
- addToClock()

HealthBar

+ healthBarSprite
+ healthRect
+ gameOver
- healthBarTexture
- fullHealthBar
- currentHealth
- colourChangeTimer

+ HealthBar()
+ loadFiles()
+ update()
+ render()
+ minusHealth()
+ plusHealth()
- setupHealthBarSprite()
- setupHealthRect()

ExplosiveUI

+ explosiveUISprite
- explosiveUITextures
- currentNum
- MAX_TEXTURES

+ ExplosiveUI()
+ loadFiles()
+ setupExplosiveUISprite()
+ update()
+ render()
+ minusExplosives()

+myClock +myHealthBar +myExplosiveUI

HUD

- gameWidth
- gameHeight

+ HUD()
+ loadFiles()
+ update()
+ render()
- setUIElementsLocations()