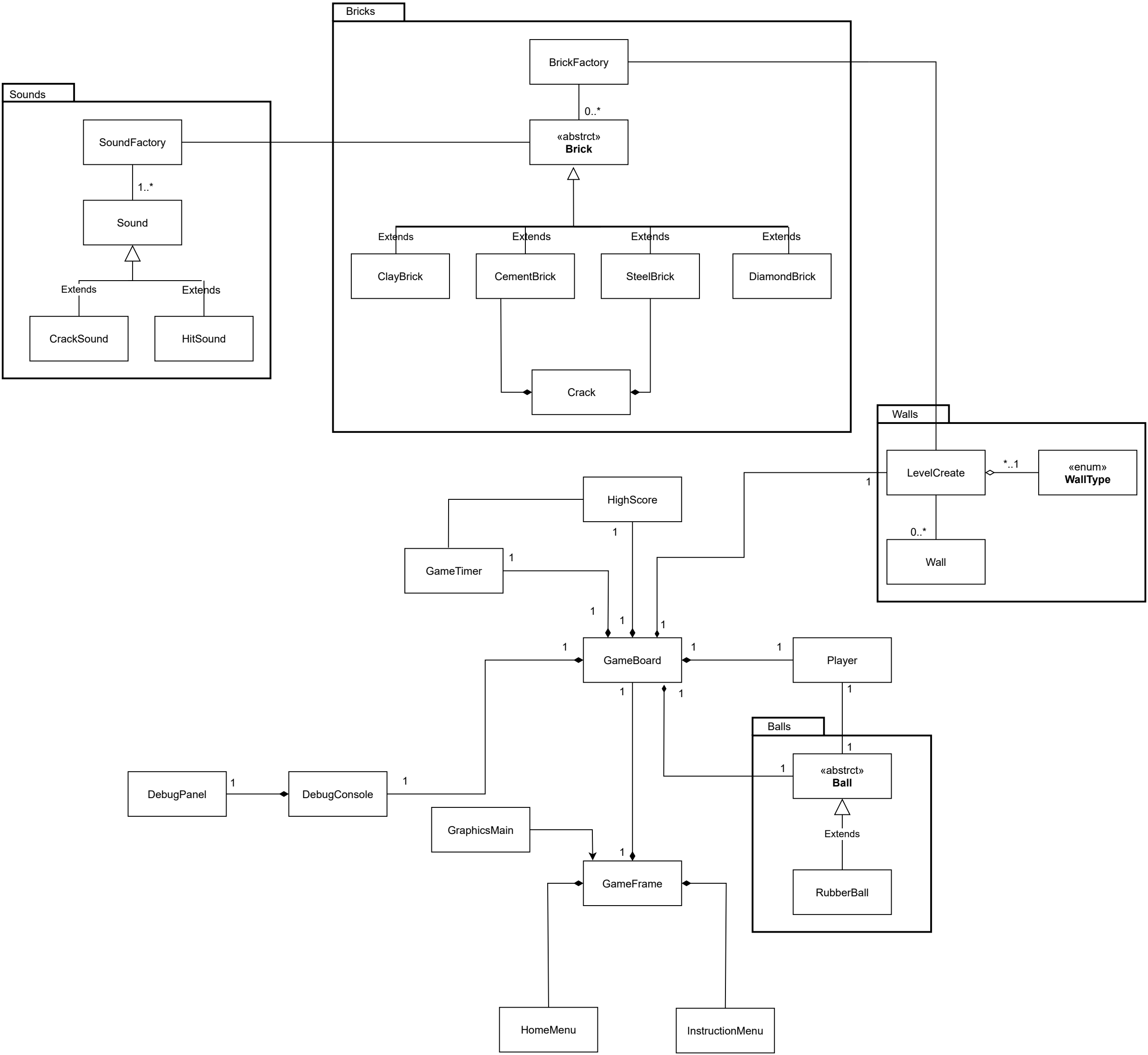
Bricks
BrickFactory
0..*
«abstrct»
Brick
Extends
Extends
Extends
Extends
ClayBrick
CementBrick
SteelBrick
DiamondBrick
Crack
Sounds
SoundFactory
1..*
Sound
Extends
Extends
CrackSound
HitSound
Walls
LevelCreate
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«enum»
WallType
0..*
Wall
HighScore
GameTimer
GameBoard
Player
Balls
«abstrct»
Ball
Extends
RubberBall
DebugPanel
DebugConsole
GraphicsMain
GameFrame
HomeMenu
InstructionMenu