



Classes:

- I. **Point**
- II. **gameObject**
 - a. **MakriMan**
 - b. **Flea**
 - c. **lambaKeera**
 - d. **jackson**
 - e. **mushroom**
 - f. **watta**
 - g. **segment**

Associations:

- I. **(gameObject) Aggregates Point**
- II. **(MakriMan, Flea, lambaKeera, jackson, watta, mushroom) Inherit gameObject**
- III. **lambaKeera Composes segment**

Attributes:

- I. **Point**
 - a. Int x
 - b. Int y
- II. **gameObject**
 - a. Point position
 - b. Int lives
- III. **lambaKeera**
 - a. Int size
 - b. Point[] tail
 - c. Bool magic
- IV. **(The rest of the gameObjects just inherit attributes)**

Brief Explanation:

The whole game is controlled by **game.cpp**. A **gameObject** class is used as a container for all objects. All of these objects have coordinates made from a **Point** class. With all these classes, the game should work as required by the project guidelines and it must be noted that changes might be made to this design as work progresses.