SidePanel extends JPanel

+timerControl(int x)

-serialVersionUID : long

-parent :MainMenu

-timer :PanelTimer

GameScreen extends JPanel implements ActionListener

+timerControl(int x)

+showPauseMenu()

+hidePauseMenu()

-serialVersionUID : long

-parent :MainMenu

-panel : SidePanel

-gameScreen : JPanel

-pauseMenu : PauseMenu

<<ActionListener>>

FadingClown extends JPanel implements ActionListener

+actionPerformed(ActionEvent ae)

+paintComponent(Graphics g)

+done()

-parent :MainMenu

-image : ImageIcon

-alpha : float

-dir : int

-timer : Timer

PauseMenu extends JPanel implements ActionListener

+removeClown(FadingClown temp)

+run()

+stop()

+paintComponent(Graphics g)

+actionPerformed(ActionEvent ae)

-serialVersionUID : long

-parent :MainMenu

-alpha : float

-timer : javax.swing.Timer

-images : ImageIcon[]

-numClowns : int

PanelTimer extends Jpanel implements ActionListener

-timer : Timer

-numbers : JLabel[]

-counter : int

-images : ImageIcon[]

+start()

+stop()

+getTime() : int

+setNumbers(int count)

+actionPerformed(ActionEvent ae)

Help extends JPanel

-serialVersionUID : long

-parent :MainMenu

ActionController implements ActionListener

+actionPerformed(ActionEventae)

-serialVersionUID : long

-parent :MainMenu

-gameScreen : GameScreen

ButtonMaker

+makeButton(String button, ActionListener parent) : JButton

-serialVersionUID : long

-parent :MainMenu

MainMenu extends JPanel implements ActionListener

+actionPerformed(ActionEvent ae)

+paintComponent(Graphics g)

+switchScreens(String screen)

+timerControl(int x)

-card :JPanel

-serialVersionUID : long

-image :BufferedImage

- con :ActionController

-gameScreen : GameScreen

LaserGrid extends JPanel implements ActionListener

+readLevel(int level)

+run(String path, JButton animation)

+animateLaser()

+actionPerformed(ActionEvent ae)

+resetLevel

+updateGrid()

+setLevel(int level)

+getLevel() : int

-serialVersionUID : long

-parent :MainMenu

-grid :int[][]

-MIRROR\_NORTH :int

-MIRROR\_NORTHEAST :int

-MIRROR\_EAST :int

-MIRROR\_SOUTHEAST :int

-MIRROR\_SOUTH :int

-MIRROR\_SOUTHWEST :int

-MIRROR\_WEST :int

-MIRROR\_NORTHWEST :int

-EMITTER\_NORTH :int

-EMITTER\_NORTHEAST :int

-EMITTER\_EAST :int

-EMITTER\_SOUTHEAST :int

-EMITTER\_SOUTH :int

-EMITTER\_SOUTHWEST :int

-EMITTER\_WEST :int

-EMITTER\_NORTHWEST :int

-COLLECTOR\_NORTH :int

-COLLECTOR\_NORTHEAST :int

-COLLECTOR\_EAST :int

-COLLECTOR\_SOUTHEAST :int

-COLLECTOR\_SOUTH :int

-COLLECTOR\_SOUTHWEST :int

-COLLECTOR\_WEST :int

-COLLECTOR\_NORTHWEST :int

-MIRROR\_NORTH\_LASER :int

-EMPTY :int

-OBSTACLE:int

-gridButton : JButton[][]

SplashScreen extends JPanel

+run()

-serialVersionUID : long

-animation :JLabel

JPanel

LevelSelect extends JPanel

-serialVersionUID : long

-parent :MainMenu

JFrame

Main extends JFrame