**Noun ----> class**

**Is -----> Inheritance**

**Has -------> composition**

**Verb -------> function/method**

**Brick Stone**

1. **Structures**

* Stone/ball
* Bar
* Bricks

1. Game methodology
   1. Menu(Winning and Loosing )
   2. Score chart
   3. User Life/status
2. Resources
   1. Map (Stone ,bar , Bricks, Level, Balls Powers )
3. Classes and functions
   1. Maps
   2. Ball
      1. Bounce
      2. Back/Fall/drop
      3. Hit / collides (up, down, right, left)
   3. Ball(Stone)\_ Abilities (Power 2X i.e color …..)
   4. Bar
      1. Moving (left and right)
      2. abilities
   5. Brick
      1. Collide
      2. Abilities(i.e soft, hard, strong)
   6. Levels
      1. Load level
      2. Current level
   7. Status
      1. Life
      2. Score (Reset score when loss a life)
      3. Current Level
   8. Player
      1. Evaluation

Composition / Inheritance

* + 1. Maps Composite with brickstone