Game_wall

- wall : std::vector<vector<Object*>>

+ addNewRow(row : Object*)
+ displayObjects()

Game_menu

- menuItems : std::vector<Object*>

+ addNewRandomBall(ball : Object*)
+ displayMenu()

Object

velocity
size
position
color

+ Object(position , size, velocity, color) <<constructor>>
+ getPosition()
+ setPosition()
+ setSize()
+ getSize()
+ getColor
+ setColor

Balls

ifbomb : bool

+ Balls(position , size, velocity, color, if bomb) <<constructor>>
+ getIfbomb()

Bomb

std::vector<bool> destructions

+ Bomb(position , size, velocity, color, destructions) <<constructor>>
+ setDestruction()
+ getDestruction()

Symbols description

+ Public field or method
# Protected area or method
-   Private