Board

+ Launcher balls

+ int score

+ Blocks[][] layout

Block

+ int health

+ int xpos

+ int ypos

+ int hitBottom()
+ int hitTop()
+ int hitLeft()
+ int hitRight()

Ball

+ int xdir

+ int ydir

+ int speed

+ int xpos

+ int ypos

+ boolean isDead

Launcher

+ int numBalls

+ int xshift

+ int yshift

+ void launch()

Player

+ void fire()