

Board
+ int score
+ Blocks[][] layout
+ Launcher launcher
+ Player player

Ball
+ int xdir
+ int ydir
+ int speed
+ int xpos
+ int ypos
+ boolean isDead

Block
+ int health
+ int xpos
+ int ypos
+ int hitBottom()
+ int hitTop()
+ int hitLeft()
+ int hitRight()

Launcher
+ Balls[] balls
+ int xshift
+ int yshift
+ void launch()

Player
+ void fire()