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| Game |
| -Grid: grid  -userRow: int  -msElapsed: int  -timesGet: int  -timesAvoid: int  -level: int  -corrects: int  -totalCorrects: int  -totalQuestions: int |
| +Game()  +play(): void  +handleKeyPress(): void  +populateRightEdge(): void  +scrollLeft(): void  +handleCollison(loc: Location): void  +getQuestion(): void  +getScore(): int  +updateTitle(): void  +isGameOver(): void  -setUI(): void  +main(String[]): void |

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| ScoreHandler |
| -scores: Heap |
| +ScoreHandler()  +getAllScores(): void  +storeHiScore(String, int): void  +showScores(): void  +storeAllScores(): void |

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| Grid |

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| <<Key Listener>> |

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| <<MouseListener>> |

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| JComponent |

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| Heap |

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| HeapEntry |

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| Cell |

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| Color |

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