Score
- -value: int
- -Score()
- -ScoreUp()
- -ScoreDown()
- -Update()

WaterMap
- -Player1: PaddlePlayer*
- -Player2: PaddlePlayer*
- -BallObject: Ball*
- -Score1: Score*
- -Score2: Score*
- -FoodObject[4]: Food*
- -Food2Object[6]: Food*
- -PoisonObject[3]: Food*
- -WaterMap()
- -SaveGame()

RockMap
- -Player1: PaddlePlayer*
- -Player2: PaddlePlayer*
- -BallObject: Ball*
- -Score1: Score*
- -Score2: Score*
- -FireGate: PaddleAI*
- -Fire[3]: PaddleAI*
- -RockMap()
- -SaveGame()

MainGame
- -Player1: PaddlePlayer*
- -Player2: PaddlePlayer*
- -BallObject: Ball*
- -Score1: Score*
- -Score2: Score*
- -ElementObject[]: Element*

WaterMap
- -Player1: PaddlePlayer*
- -Player2: PaddlePlayer*
- -BallObject: Ball*
- -Score1: Score*
- -Score2: Score*
- -Portal1: PaddleAI*
- -Food2Object[6]: Food*
- -PoisonObject[3]: Food*
- -WaterMap()
- -SaveGame()

FireMap
- -Player1: PaddlePlayer*
- -Player2: PaddlePlayer*
- -BallObject: Ball*
- -Score1: Score*
- -Score2: Score*
- -FireGate: PaddleAI*
- -Fire[3]: PaddleAI*
- -FireMap()
- -SaveGame()

TinyState
- -virtual void Initialize(RenderWindow* window)
- -virtual void Update(RenderWindow* window)
- -virtual void Render(RenderWindow* window)
- -virtual void Destroy(RenderWindow* window)

MainMenu
- -font: Font*
- -play1: Text*
- -play2: Text*
- -quit: Text*
- -selected: int

Element
- -BallObject: Ball*
- -Score1: Score*
- -Score2: Score*
- -type: int
- -Element()
- -~Element()
- -UpdateAI()

Ball
- -Player1: PaddlePlayer*
- -Player2: PaddlePlayer*
- -Score1: Score*
- -Score2: Score*
- -virtual Update()
- -RockUpdate()
- -WindUpdate()
- -FireUpdate()
- -Bounce()
- -RockReset()
- -WindReset()
- -FireReset()

MainGameAI
- -Player1: PaddlePlayer*
- -Player2: PaddlePlayer*
- -BallObject: Ball*
- -Score1: Score*
- -Score2: Score*
- -ElementObject[]: Element*

Entity
- -texture: Texture*
- -velocity: Vector2f
- -Entity()
- -~Entity()
- -Load()
- -Update()
- -CheckCollision()
- -CollisionSide()

Food
- -BallObject: Ball*
- -Score1: Score*
- -Score2: Score*
- -type: int
- -eaten: bool
- -Food()
- -~Food()
- -PoisonUpdate()
- -Food2Update()
- -RockReset()
- -WindReset()
- -WaterReset()

Paddle
- -playerNumber: int

PaddlePlayer

-playerNumber: int

-PaddlePlayer()

PaddleAI

-BallObject: Ball*
-playernumber: int
-checkrock: int

-PaddleAI()
-SetBall()
-UpdateRock()

GameState

-window: RenderWindow*
-state: TinyState*

-GameState()
-~GameState()
-SetWindow()
-SerState()
-Update()
-Render()