GameThread

-boolean: gameStarted
-boolean: keyPressed
-boolean: gameOver
-double: ACCEL
-double: accelPerTick
-double: startingFuel
-double: currentFuel
-double: position
-double: velocity
-int: refreshInterval
-int: tickRate

+GameThread(int tickRate, int fuel)
+run(): void
+resetGame(): void
-runGameLogic(): void

Application

+main(String[] args): void

GameWindow

-int: ROCKETHEIGHT
-int: ROCKETWIDTH
-int: rocketX
-int: rocketY

+GameWindow(int tickRate, int fuel)

ConfigWindow

-JCheckBoxMenuItem: chckbxmntmAdvancedOptions
-JTextField: tickRateTextField
-JLabel: lblTickRate
-int: tickRate
-int: fuel

+ConfigWindow()