# Třídy

* Main
* Game
* GameMenu
* GamePanel
* GameWindow
* Playing
* Thread
* BufferedImage
* MouseEvent
* KeyEvent
* State
* MenuButton
* Rectangle
* JPanel
* MouseInput
* KeyboardInput
* Dimension
* Jframe
* WindowEvent
* WindowFocusListener
* Random
* LevelManager
* ArrayList
* Level
* Player
* Entity
* Rectangle2D
* LevelCompletedOverlay
* UrmButton
* PauseOverlay
* VolumeButton
* SoundButton

# Rozhraní

* Runnable
* StateMethods

# Očekávané metody

* Runnable
  + run()
  + start()
* StateMethods
  + update()
  + draw()
  + mouseClicked()
  + mousePresse()
  + mousereleased()
  + mouseMoved()
  + keyPressed()
  + keyReleased()