AI : artificial intelligence

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| eigenschappen | Functies |
| \_Speed :NUMBER = 5  \_Lives :UINT = 10  \_Sprite :Image = new ball.Art  \_Score :UINT = 0 | GetTarget() :void  Init (e:Event) :void  Loop (e:Event) :void  balls(b:Array) :void  AI() |

Ball:MovieClip

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| eigenschappen | functies |
| \_movement  \_sprite :movieclip | Ball()  xMove(move:Number):void  restart(e:TimerEvent):void  loop(e:Event):void |

Player:Speler

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| eigenschappen | functies |
| sprite = ball  speed = 2  sprite: image = ball  speed:Number = 2 | Player()  init(e:Event):void  loop(e:Event):void |