Point Objects

XPos: int
Ypos: int
animate: PImage
pointValue: int
sizeXY: int

_____

displayObjects()
intersectTornado()

Map

XPos: int
Ypos: int
display: PImage

_____

displayMap()
effectMap()

Tornado

XPos: int
Ypos: int
animation: PImage
health: int
points: int
sizeXY: int, int

_____

moveTornado()
currentWeather()
displayTornado()

Weather Pattern

XPos: int
Ypos: int
display: PVector

_____

animateWeather()
displayWeather()

Game Manager

pointsDisplayText: String
pointDisplayPos: int, int
menuDisplayTextX: String
menuDisplayPosX: int, int
gameState: int

_____

checkPointsForStatus()
displayPoints()
displayMenu()
changeGameState()