Classes

MainMenu()

* This class stores the functions of the Main Menu Screen.

OptionsScreen()

* This class stores the functions of the Options Screen.

OptionsButton()

* This class stores the function of the Options Button, which is to change the menu into the Option Screen.

PauseScreen()

* This class stores the functions of the Pause Screen.

QuitButton()

* This class stores the function of the Quit Button, which is to end the game.

ResumeButton()

* This class stores the function of the Resume Button, which has the game resume playing after having frozen..

LineupSelect()

* This class stores the functions of the Main Menu Screen.

PlayerCharacter()

* This class stores the functions of the Player Character

GameOverScreen()

* This class stores the functions of the Game Over Screen.

EnemyCharacter()

* This class stores the functions of the Enemy Ai.

Mud()

* This class stores the functions of the Mud environmental hazard.

River()

* This class stores the functions of the River environmental hazard.

Weapon()

* This class stores the functions of Weapons objects.

BananaPeel()

* This class stores the functions of the Banana Peel object.

Vine()

* This class stores the functions of the Vine object.

Grenade()

* This class stores the functions of the Grenade object

WoodenGun()

* This class stores the functions of the wooden gun object.

Tree()

* This class stores the functions of the tree object

Treehouse()

* This class stores the functions of the Treehouse base

Barrel()

* This class stores the functions of the barrel object.

Projectile()

* This class stores the functions of projectile objects

Music()

* This class stores the functions of the music player

FallenLog()

* This class stores the functions of the fallen log object