Player Interface

+getName(): string
+getSpeed(): double

+setSpeed(): double

Game Interface

+setText(): string
+getText(): string
startGame(): Game
endGame(): Game

Player Class

+getName(): string
+setName(): string

Car Class

+getSpeed(): double
+setSpeed(): double

Text Class

+setText(): string
+getText(): string

GameState Class

+getPlayer(): Player
+getSpeed(): double
+getText(): String

gets the results

Game Class

handleInput(): void
+setText(): string
+getText(): string
startGame(): Game

Game Window

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Login Window

log Into

Results Window

results