

Sprite
-name: String -x : double -y : double -powerLevel : int <u>+numOfSprites : int</u>
+Sprite(name : String) +Sprite(name: String, x: double, y: double, powerLevel: int) +powerUp(amt: int) : void +getName() :String +setName(name : String): void +getX() : double +setX(x : double) : void +getY() : double +setY(y : double) :void + getPowerLevel() : int +setPowerLevel(powerLevel : int): void

- Sprite is a class that models a video game character.
- x and y represent the x and y position on the screen.
- powerLevel is a value between 0 and 100, inclusive, indicating power. 0 is none, 100 is full power.
- Default x and yP is 0,0 unless otherwise specified.
- Sprite(name : String) will initialize name to name, x to 0, y to 0, and powerLevel to 100, and increment numOfSprites.
- Sprite(name: String, x: double, y: double, power: int) will initialize initialize name. x, y, powerLevel, increment numOfSprites.
- powerUp(amt : int) will add amt to powerLevel