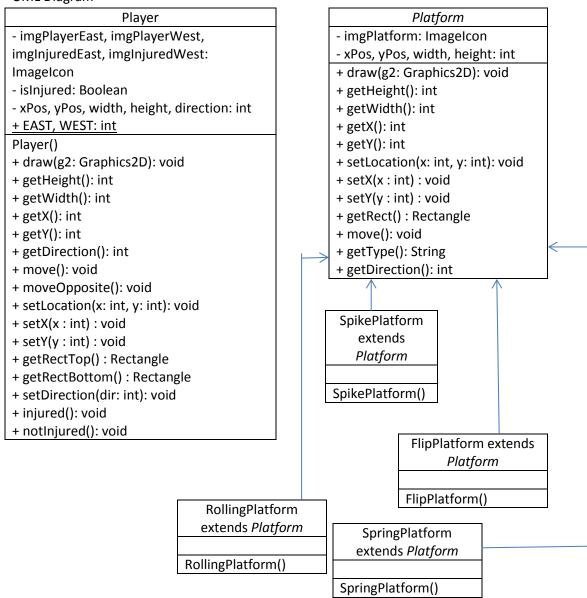
## 1. UML Diagram

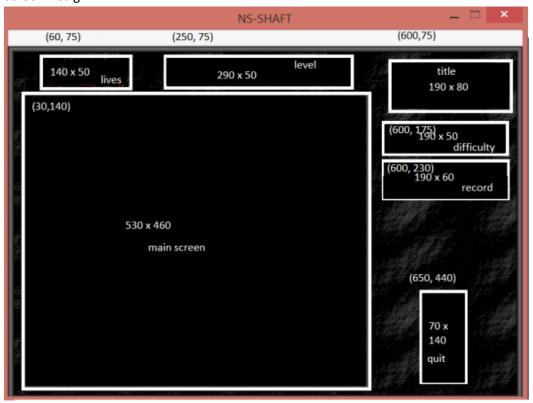


TopSpike	
- imgSpike: ImgIcon	
TopSpike()	

+ draw(g2: Graphics2D): void

getRect(): Rectangle

## 2. Screen Design



## Game in play



## Player is injured



NS-Shaft. Version 1.3. 1996. Video game.