|  |
| --- |
| Drawable |
| + This.x  + This.y  + This.context |
| + constructor(params)  + Draw()  + Pick(a,b) |

|  |
| --- |
| Player |
| + This.startpoint : array()  + This.level = 0.5 |
| + constructor(params)  + restart()  + moveLogic() |

UML Diagram – HTML5 Canvas Game

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| --- |
| Rectangle |
| + This.w  + This.h  + This.fillStyle  + This.strokeStyle |
| + constructor(params)  + Draw() |

|  |
| --- |
| Bitmap |
| + This.img |
| + Draw() |

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| --- |
| MoveObject |
| + This.direction |
| + constructor(params)  + move() |

|  |
| --- |
| Button |
| + This.img  + this.text  + this.background  + this.background\_up  + this .background\_over |
| + constructor(params)  + Draw()  + Hovercheck(mouseX,mouseY)  + clickButtonCheck(mouseX,mouseY) |

|  |
| --- |
| Background |
|  |
| + constructor(params)  + Draw() |

|  |
| --- |
| Obstacles |
| + This.min |
| + constructor(params)  + moveLogic() |

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| --- |
| CompoundDrawable(Objects) |
|  |
| + constructor(Objects)  + Init() |

|  |
| --- |
| CompoundMoveable(moveObject) |
|  |
| + constructor(moveObjects)  + Init() |

|  |
| --- |
| Stopwatch |
|  |
| + start()  + stop() |