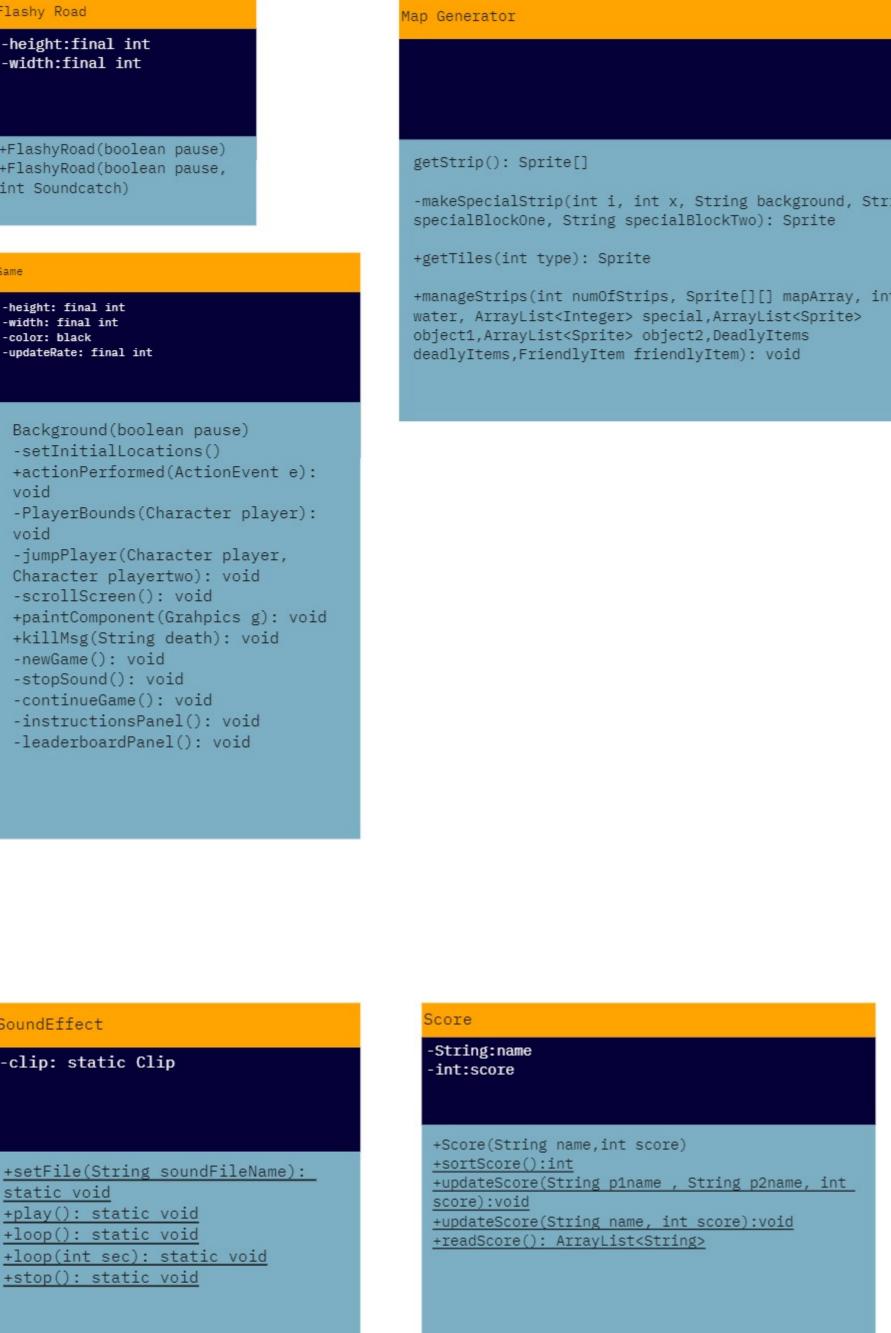
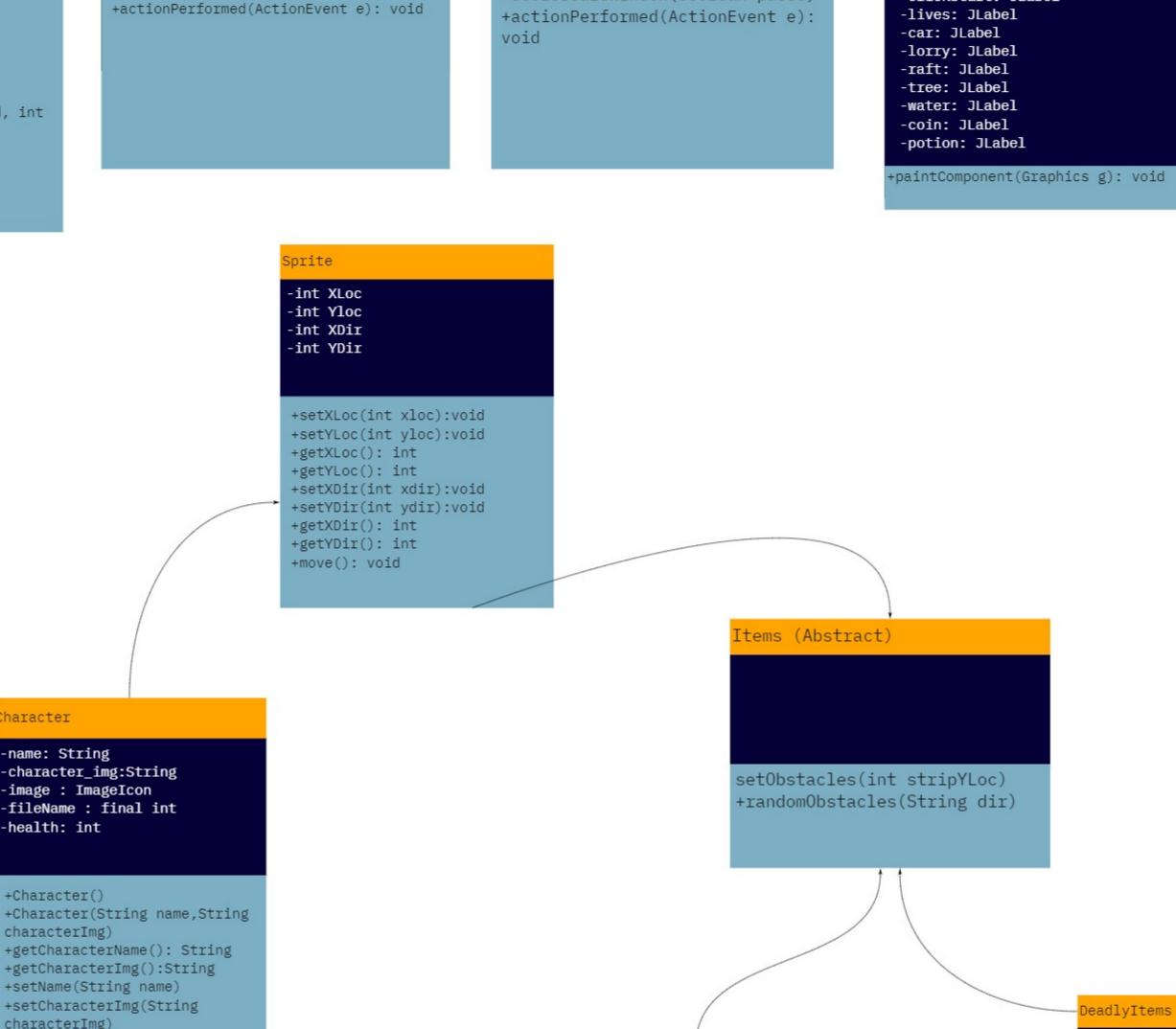
Flashy Road -height:final int -width:final int +FlashyRoad(boolean pause) +FlashyRoad(boolean pause, int Soundcatch) -height: final int -width: final int -color: black -updateRate: final int Background(boolean pause) -setInitialLocations() Character playertwo): void -scrollScreen(): void -newGame(): void -stopSound(): void -continueGame(): void -instructionsPanel(): void -leaderboardPanel(): void SoundEffect -clip: static Clip







riendlyItems

rand: Random

+setObstacles(int stripYLoc): Sprite

playerOne, Character playerTwo): Int

+manageObject(ArrayList<Sprite> object2,Character

+randomObstacles: String

hitSound (Interface)

+hitMessage(); -hitSound();

ScoreBoardWindow

-height: final int

-width: final int

-buttonPanel: JPanel

+ScoreBoardWindow(boolean pause)

-back: JButton

InstructionsContent

-bg: JLabel

-arrow: JLabel

-WASD: JLabel

-shift: JLabel

-clickstart: JLabel

InstructionWindow

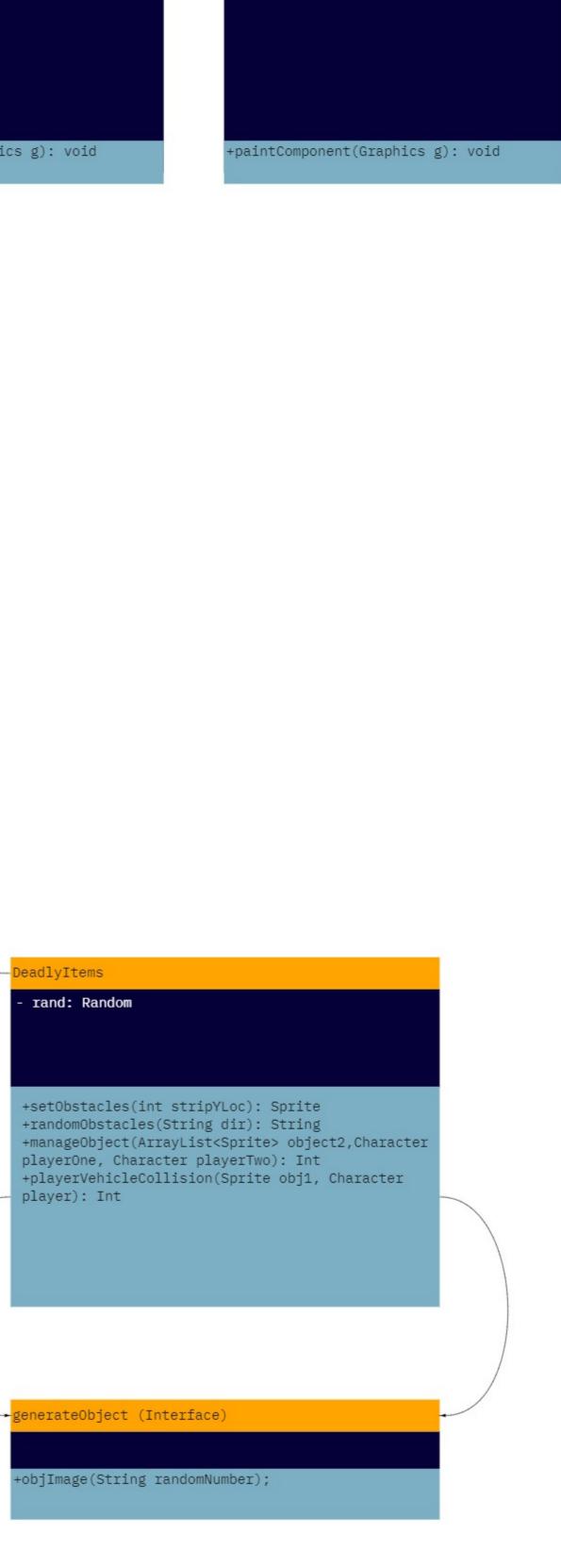
-height: final int

-buttonPanel: JPanel

+InstructionWindow(boolean pause)

-width: final int

-back: JButton



ScoreBoardContent

-char1: final JLabel

-char2: final JLabel