assignment 3

Game
- sc SpriteCollection
- ge GameEnvironment
- cc ColorArray
- s: GUI
- s Sleeper
- int maxWidth
- int MaxHeight

+ initialize()
+ run()
- createBorderWalls()
+ addSprite()
+ addCollidable()
+ numeras()

GameEnvironment
+ cl CollideList

+ addCollidable
+ getClosestCollision

<<Collidable>>
Rect getCollisionRect()
Velocity hit(Point collisionPoint, velocity, current)

Block
- Rectangle rect
- int LitPoints
- color

+ getCollisionRectangle()
+ velocity hit()
+ timePassed()
+ drawOn()
+ addToGame()

Paddle
- keyboard
- Color
- maxWidth
- width
- height
- x
- y

+ moveLeft()
+ moveRight()
+ timepassed()
+ drawOn()
+ getCollisionRect()
+ hit()
+ addToGame()

<<Sprite>>
+ drawOn()
+ timepassed()
+ addToGame()

Ball
- Point Center
- radius
- color
- velocity
- gameEnvironment

+ getss
+ addToGame()
+ timepassed()
+ drawOn()
+ setVelocity()

SpriteCollection
+ List sprites

+ addSprite
+ notifyAllTimePassed()
+ drawAllOn()