|  |
| --- |
| Menu |
| MainMenu, intrucstionMenu: JFrame;  JScrollPanel: JScrollPanel;  TextArea: JTextArea; |
| CreateAndShowGUI();  Start();  ActionPerformed();  Play();  Keypressed();  Keyrealeased(); |

ActionListener

JScrollPane

JFrame

JButton

JTextArea

JPanel

|  |
| --- |
| Board |
| Time: timer;  Drawer: Graphics2D;  Things[]: FallingThings[];  Bullet[]: bullet[];  Starttime: System.*currentTimeMillis*();  numOfThings: int;  bulletOut: int;  prevDeltaTime: int;  rocksDestroyed: int; |
| Board();  ActionPerformed();  Paint(); |

Timer

|  |
| --- |
| Bullet |
| *Bullet*: ImageIcon;  *Speed*: int;  *Damage*: int;  xCoord: int;  yCoord: int;  Width: int;  Height: int;  hitboxX: intl  hitboxY: int |
| Setter() and getter() |

|  |
| --- |
| ship |
| xCoord: int;  yCoord: int;  speed: int;  Width: int;  Height: int;  hitboxX: int;  hitboxY: int;  fire: Boolean;  lives: int;  ship: ImageIcon; |
| Getter() and setter();  Upgrade();  Fire();  Stopfire(); |

|  |
| --- |
| FallingThings |
| Rand: int;  fallingLocationX:int;  fallingLocationY: int;  image: ImageIconl  Speed: int;  HitboxX: int;  hitboxY: intl  Height: int;  Width: int;  Type: String; |
| Getter() and setter() |

|  |
| --- |
| WorldBackground |
| Background: ImageIcon; |
| Getter(); |

|  |
| --- |
| Upgrades |
| RandomUpgrade: int; |
| FiringRates();  GetTyoe();  PlaneLives();  PlaneSpeed();  BulletSpeed(); |

|  |
| --- |
| Rock |
| RockHealth: int;  RockSpeed: int;  HitBoxX: int;  HitboxY: int; |
| Getter() and setter() |