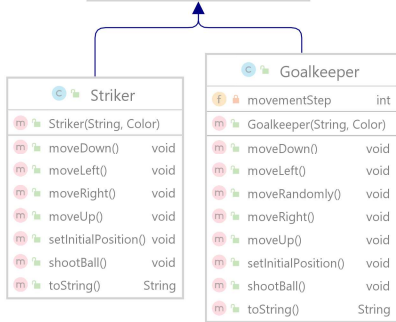


GamePlayer	
f	playerName String
f	playerColor Color
f	playerPosition Point
f	playerStatistics PlayerStatistics
m	GamePlayer(String, Color)
m	compareTo(GamePlayer) int
m	getPlayerColor() Color
m	getPlayerName() String
m	getPlayerPosition() Point
m	getPlayerStatistics() Integer
m	grabsBall() void
m	isPlayerHasBall() boolean
m	moveDown() void
m	moveLeft() void
m	moveRight() void
m	moveUp() void
m	setInitialPosition() void
m	setPlayerPosition(Point) void
m	setPlayerStatistics(Integer) void
m	shootBall() void
m	toString() String

SoccerGame	
f	timeRemaining Integer
f	goal Integer
f	isPaused Boolean
f	isOver Boolean
f	gamePlayers PlayerCollection
m	SoccerGame()
m	automateGoalkeeper() void
m	getActivePlayer() GamePlayer
m	getGamePlayers() PlayerCollection
m	getGoal() Integer
m	getTimeRemaining() Integer
m	isOver() Boolean
m	isPaused() Boolean
m	isScored() boolean
m	setGoal(Integer) void
m	setOver(Boolean) void
m	setPaused(Boolean) void
m	setTimeRemaining(Integer) void
m	startGame() void

SoccerBall	
f	soccerBall SoccerBall
f	position Point
f	velocity double
f	color Color
m	SoccerBall()
m	getColor() Color
m	getPosition() Point
m	getSoccerBall() SoccerBall
m	inGate() boolean
m	moveBall(int, double, double) void
m	moveBallY(int) void
m	onGoalkeeperSide() boolean
m	resetSoccerBall() void
m	setPosition(Point) void
m	setVelocity(double) void

GamePanel	
f	uiFont Font
f	game SoccerGame
m	GamePanel()
m	getGame() SoccerGame
m	paintBall(Graphics) void
m	paintComponent(Graphics) void
m	paintGate(Graphics) void
m	paintGoal(Graphics) void
m	paintPausedText(Graphics) void
m	paintPenaltyLine(Graphics) void
m	paintPlayers(Graphics) void
m	paintStatistics(Graphics) void
m	paintTimer(Graphics) void
m	setupRepaint() void
m	setupSoccerGame() void



PlayerCollection	
f	players GamePlayer[]
f	index int
m	PlayerCollection()
m	add(GamePlayer) void
m	get(String) GamePlayer
m	getPlayers() GamePlayer[]
m	iterator() Iterator<GamePlayer>
m	sort() void

GameListener	
f	gamePanel GamePanel
m	GameListener(GamePanel)
m	keyPressed(KeyEvent) void
m	keyReleased(KeyEvent) void
m	keyTyped(KeyEvent) void

PlayerStatistics	
f	statistics Integer
m	PlayerStatistics()
m	getStatistics() Integer
m	setStatistics(Integer) void
m	toString() String

PlayerSort	
f	uniqInstance PlayerSort
m	PlayerSort()
m	getInstance() PlayerSort
m	sort(GamePlayer[]) void

MenuBarListener	
f	gamePanel GamePanel
m	MenuBarListener(GamePanel)
m	actionPerformed(ActionEvent) void

GameMenuBar	
m	GameMenuBar(ActionListener)
m	createMenuItem(String, String, int, ActionListener) JMenuItem

PlayerFactory	
m	PlayerFactory()
m	getPlayer(String) GamePlayer

MiniSoccerApp	
m	MiniSoccerApp()
m	main(String[]) void