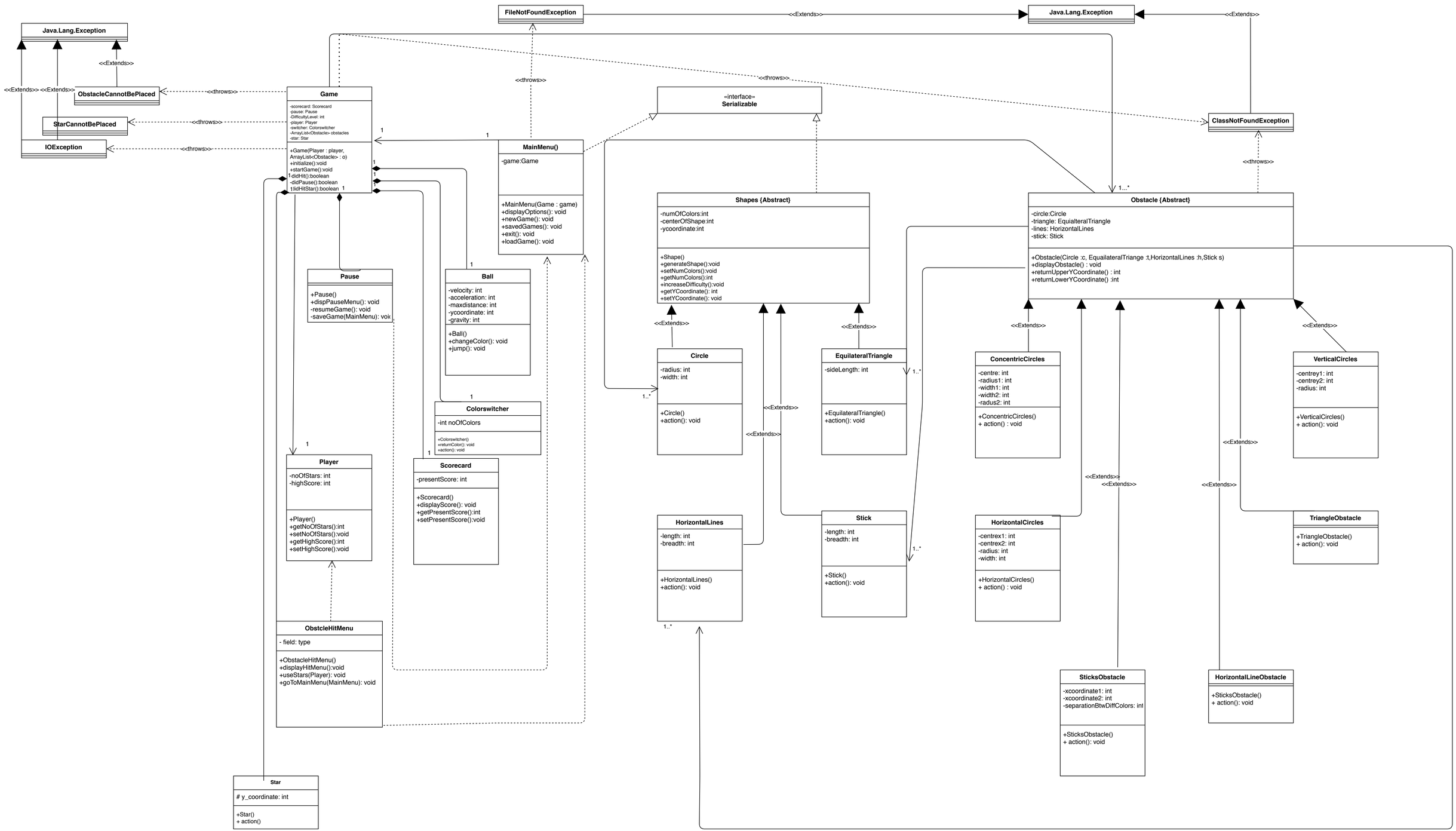
FileNotFoundException
<<Extends>>
Java.Lang.Exception
<<Extends>>
Java.Lang.Exception
<<Extends>>
<<Extends>>
<<Extends>>
ObstacleCannotBePlaced
<<throws>>
StarCannotBePlaced
<<throws>>
IOException
<<throws>>
<<throws>>
<<throws>>
Game
-scorecard: Scorecard
-pause: Pause
-DifficultyLevel: int
-player: Player
-switcher: Colorswitcher
-ArrayList<Obstacle> obstacles
-star: Star
+Game(Player : player, ArrayList<Obstacle> : o)
+initialize():void
+startGame():void
+didHit():boolean
-didPause():boolean
+didHitStar():boolean
«interface»
Serializable
ClassNotFoundException
<<throws>>
MainMenu()
-game:Game
+MainMenu(Game : game)
+displayOptions(): void
+newGame(): void
+savedGames(): void
+exit(): void
+loadGame(): void
Shapes {Abstract}
-numOfColors:int
-centerOfShape:int
-ycoordinate:int
+Shape()
+generateShape():void
+setNumColors():void
+getNumColors():int
+increaseDifficulty():void
+getYCoordinate(): int
+setYCoordinate(): void
Obstacle {Abstract}
-circle:Circle
-triangle: EquialteralTriangle
-lines: HorizontalLines
-stick: Stick
+Obstacle(Circle :c, EquailateralTriange :t,HorizontalLines :h,Stick s)
+displayObstacle() : void
+returnUpperYCoordinate() : int
+returnLowerYCoordinate() :int
Pause
+Pause()
+dispPauseMenu(): void
-resumeGame(): void
-saveGame(MainMenu): void
Ball
-velocity: int
-acceleration: int
-maxdistance: int
-ycoordinate: int
-gravity: int
+Ball()
+changeColor(): void
+jump(): void
Colorswitcher
-int noOfColors
+Colorswitcher()
+returnColor(): void
+action(): void
Scorecard
-presentScore: int
+Scorecard()
+displayScore(): void
+getPresentScore():int
+setPresentScore():void
Circle
-radius: int
-width: int
+Circle()
+action(): void
EquilateralTriangle
-sideLength: int
+EquilateralTriangle()
+action(): void
ConcentricCircles
-centre: int
-radius1: int
-width1: int
-width2: int
-radus2: int
+ConcentricCircles()
+ action() : void
VerticalCircles
-centrey1: int
-centrey2: int
-radius: int
+VerticalCircles()
+ action(): void
Player
-noOfStars: int
-highScore: int
+Player()
+getNoOfStars():int
+setNoOfStars():void
+getHighScore():int
+setHighScore():void
HorizontalLines
-length: int
-breadth: int
+HorizontalLines()
+action(): void
Stick
-length: int
-breadth: int
+Stick()
+action(): void
HorizontalCircles
-centrex1: int
-centrex2: int
-radius: int
-width: int
+HorizontalCircles()
+ action() : void
TriangleObstacle
+TriangleObstacle()
+ action(): void
ObstcleHitMenu
- field: type
+ObstacleHitMenu()
+displayHitMenu():void
+useStars(Player): void
+goToMainMenu(MainMenu): void
SticksObstacle
-xcoordinate1: int
-xcoordinate2: int
-separationBtwDiffColors: int
+SticksObstacle()
+ action(): void
HorizontalLineObstacle
+SticksObstacle()
+ action(): void
Star
y_coordinate: int
+Star()
+ action()
1
1..*