

## Class Gamepanel extends Jpanel implements ActionListener, Keylistnener, MoustListener

-state:state

-dinosaur:dinosaur

-comets:arrayList

-powerUp:powerUp

-timer:timer

-score:int

-lives:int

-random:random

-leaderboard:arrayList

-startButton:JButton

-playAgainButton:JButton

-frameCount:int

-dinosaurLeftImage:BufferedImage

-dinosaurRightImage:BufferedImage

-backgroundlmage:Bufferedlmage-heartlmage:Bufferedlmage

-umbrellalmage:BufferedImage

-titleScreen:BufferedImage

-deathScreen:BufferedImage

-comet Down Image: Buffered Image

-cometLeftImage:BufferedImage

-cometRightImage:BufferedImage

-powerUpImmunityImage:BufferedImage-powerUpFreezeImage:BufferedImage

-powerUpSpeedImage:BufferedImage

-activeEffect:powerUpEffect

-effectTimer:int

-umbrella:Umbrella

-platform:Rectangle

-platform1:Rectangle

-platform2:Rectangle-platform3:Rectangle

-platform4:Rectangle

-platform5:Rectangle

-platform6:Rectangle

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-platform7:Rectangle

-jumpSound:Clip

-clickSound:Clip

-gameOverSound:Clip-lifeLostSound:Clip

-Start:State

-Game:State

-Game\_Over:State

-loadSound(String):Clip

-playSound(clip):void

-startGme():void

-restartGame():void

-updateLeaderBoard():void

+paintComponent(graphics):void

-drawLeaderBoard(graphics, int, int):void

+actionPerformed(actionevent):void

+keyPressed(keyevent):void

+keyReleased(keyevent):void

+mouseClicked(MouseEvent):void

+mousePressed(MouseEvent): void +mouseReleased(MouseEvent): void

+mouseEntered(MouseEvent): void

+mouseExited(MouseEvent): void