breakout.model

«abstract» AbstractGameComponent

+ xPos: int

+ yPos: int

+ width: int

+ height: int

+ objectColor: Color

+ isVisible: boolean

+ componentType: GameComponentType

+ AbstractGameComponent(int, int, int, int, Color, boolean, GamemeComponentType

+ getRectangle(): Rectangle

+ getRepaintData: RenderData

«interface» IMoveable

+ move(Object): void

Block

+ Block(int, int, int, i

Extends

Wall

+ Wall(int, int, int, int, (

Extends

Ball

+ Ball(int, int, int, Col

Extends

ActiveBlock

+ ActiveBlock(int, int, int,

Extends

Model

+ components: List<AbstractGameComponent>

+ updateTimerMove(Object): void

+ updateUserMove(Object): void

+ getRepaintData() : List<RenderData>

Paddle

+ Paddle(int, int, int, int, Cok

Extends

RenderData

+ getRectangle() : Rectangle

+ getColor() : Color

+ getGameComponentType() : GameComponentType