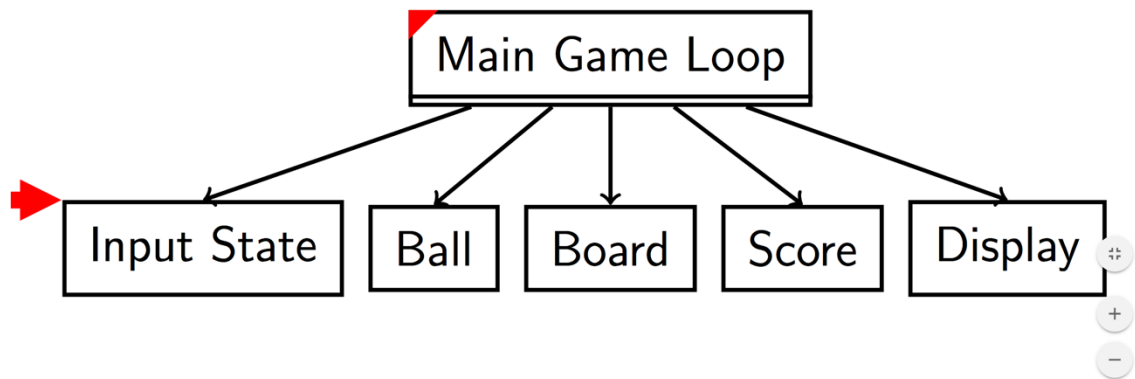


Proposed Design



The project flow is the Main Game Loop which initializes the game I the BouncingBallGame Class. Which is the highest level and initialized a GUI game (The Display). Which utilizes instances of the other second level classes Ball, Board, Input (State) and Score.