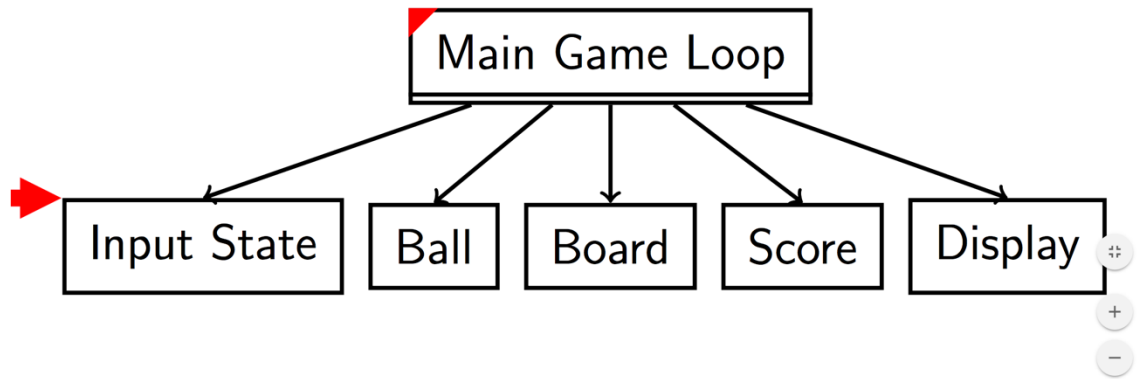


## Proposed Design



Main Game Loop:

The project flow is the Main Game Loop which initializes the game I the BouncingBallGame Class.

Input State: The input state are a enum of New Game, Ball Played, and Game Over

Ball: The ball class holds the x and y values of the balls location, its size, and its directional values.

Board: The board class holds the data structure for the board and the game logic associated with the tiles that occupy spaces on the board.

Score: The score is held on the game board and is updated with the game logic associated with the board class.

Display: The holds the GUI and the animation loop that draws the board on the user interface, as well as the controls to play and reset the game.