

## UML Diagrams

Game extends JFrame
<ul style="list-style-type: none"><li>- <u>serialVersionUID:long</u></li><li>- <u>mp:MenuPanel</u></li><li>- <u>ip1:IntroPanel1</u></li><li>- <u>ip2:IntroPanel2</u></li><li>- <u>ip3:IntroPanel3</u></li><li>- <u>ip4:IntroPanel4</u></li><li>- <u>fs:FalseStart</u></li><li>- <u>wp1:WaitPanel1</u></li><li>- <u>wp2:WaitPanel2</u></li><li>- <u>wp3:WaitPanel3</u></li><li>- <u>wp4:WaitPanel4</u></li><li>- <u>wp5:WaitPanel5</u></li><li>- <u>wp6:WaitPanel6</u></li><li>- <u>gp:GamePanel</u></li><li>- <u>gp2:GamePanel2</u></li><li>- <u>gp3:GamePanel3</u></li><li>- <u>gp4:GamePanel4</u></li><li>- <u>gp5:GamePanel5</u></li><li>- <u>gp6:GamePanel6</u></li><li>- <u>ep:EndPanel</u></li><li>- <u>cl:CardLayout</u></li><li>- <u>cards:JPanel</u></li></ul>
<ul style="list-style-type: none"><li>- Game(cl)</li><li>+ <u>main(String[] args):void</u></li></ul>

MenuPanel extends JPanel
<ul style="list-style-type: none"><li>- <u>serialVersionUID:long</u></li><li>- title:JLabel</li><li>- author: JLabel</li><li>- play:JButton</li><li>- exit:JButton</li><li>- menuBackground:Image</li><li>- center:JPanel</li></ul>
<ul style="list-style-type: none"><li>- MenuPanel()</li><li>+ paintComponent(Graphics):void</li><li>+ <u>natSounds():void</u></li></ul>

EndPanel extends JPanel
<ul style="list-style-type: none"> <li>- <u>serialVersionUID:long</u></li> <li>- title:JLabel</li> <li>- play:JButton</li> <li>- exit:JButton</li> <li>- menuBackground:Image</li> <li>- center:JPanel</li> </ul>
<ul style="list-style-type: none"> <li>- EndPanel()</li> <li>+ paintComponent(Graphics):void</li> </ul>

IntroPanel1 extends JPanel
<ul style="list-style-type: none"> <li>- <u>serialVersionUID:long</u></li> <li># introPanel1:Image</li> </ul>
<ul style="list-style-type: none"> <li>- IntroPanel1()</li> <li>+ paintComponent(Graphics):void</li> </ul>

IntroPanel2 extends JPanel
<ul style="list-style-type: none"> <li>- <u>serialVersionUID:long</u></li> <li># introPanel2:Image</li> </ul>
<ul style="list-style-type: none"> <li>- IntroPanel2()</li> <li>+ paintComponent(Graphics):void</li> </ul>

IntroPanel3 extends JPanel
<ul style="list-style-type: none"> <li>- <u>serialVersionUID:long</u></li> <li># introPanel3:Image</li> </ul>
<ul style="list-style-type: none"> <li>- IntroPanel3()</li> <li>+ paintComponent(Graphics):void</li> </ul>

IntroPanel4 extends JPanel
- <u>serialVersionUID:long</u> # introPanel4:Image
- IntroPanel4() + paintComponent(Graphics):void

WaitPanel1 extends JPanel
- <u>serialVersionUID:long</u> # waitPanel1:Image - empty:JLabel - next:JButton - addButton:JPanel
- WaitPanel1() + paintComponent(Graphics):void

WaitPanel2 extends JPanel
- <u>serialVersionUID:long</u> # waitPanel2:Image
- WaitPanel2() + paintComponent(Graphics):void

WaitPanel3 extends JPanel
- <u>serialVersionUID:long</u> # waitPanel3:Image
- WaitPanel3() + paintComponent(Graphics):void

WaitPanel4 extends JPanel
- <u>serialVersionUID:long</u> # waitPanel4:Image
- WaitPanel4() + paintComponent(Graphics):void

WaitPanel5 extends JPanel
- <u>serialVersionUID:long</u> # waitPanel5:Image
- WaitPanel5() + paintComponent(Graphics):void

WaitPanel6 extends JPanel
- <u>serialVersionUID:long</u> # waitPanel6:Image
- WaitPanel6() + paintComponent(Graphics):void

FalseStart extends JPanel
- <u>serialVersionUID:long</u> # gameBackground:Image # playerStill:Image # playerStill2:Image # playerStep1:Image # playerStep2:Image - stepCount:Image + man_x:int + man_y:int
- FalseStart() + paintComponent(Graphics):void - move():void

GamePanel extends JPanel
<ul style="list-style-type: none"> <li>- <u>serialVersionUID</u>:long</li> <li># gameBackground:Image</li> <li># playerStill:Image</li> <li># playerStill2:Image</li> <li># playerStep1:Image</li> <li># playerStep2:Image</li> <li>- stepCount:Image</li> <li>+ man_x:int</li> <li>+ man_y:int</li> </ul>
<ul style="list-style-type: none"> <li>- GamePanel()</li> <li>+ paintComponent(Graphics):void</li> <li>- move():void</li> </ul>

GamePanel2 extends JPanel
<ul style="list-style-type: none"> <li>- <u>serialVersionUID</u>:long</li> <li># gameBackground2:Image</li> <li># playerStill:Image</li> <li># playerStill2:Image</li> <li># playerStep1:Image</li> <li># playerStep2:Image</li> <li># flash:Image</li> <li>- stepCount:Image</li> <li>+ man_x:int</li> <li>+ man_y:int</li> </ul>
<ul style="list-style-type: none"> <li>- GamePanel2()</li> <li>+ paintComponent(Graphics):void</li> <li>- move():void</li> </ul>

GamePanel3 extends JPanel
<ul style="list-style-type: none"> <li>- <u>serialVersionUID</u>:long</li> <li># gameBackground3:Image</li> <li># playerStill:Image</li> <li># playerStill2:Image</li> <li># playerStep1:Image</li> <li># playerStep2:Image</li> <li># flash:Image</li> <li>- stepCount:Image</li> <li>+ man_x:int</li> <li>+ man_y:int</li> </ul>
<ul style="list-style-type: none"> <li>- GamePanel3()</li> <li>+ paintComponent(Graphics):void</li> <li>- move():void</li> </ul>

GamePanel4 extends JPanel
<ul style="list-style-type: none"> <li>- <u>serialVersionUID</u>:long</li> <li># gameBackground4:Image</li> <li># playerStill:Image</li> <li># playerStill2:Image</li> <li># playerStep1:Image</li> <li># playerStep2:Image</li> <li># flash:Image</li> <li>- stepCount:Image</li> <li>+ man_x:int</li> <li>+ man_y:int</li> </ul>
<ul style="list-style-type: none"> <li>- GamePanel4()</li> <li>+ paintComponent(Graphics):void</li> <li>- move():void</li> </ul>

GamePanel5 extends JPanel
<ul style="list-style-type: none"> <li>- <u>serialVersionUID</u>:long</li> <li># gameBackground5:Image</li> <li># playerStill:Image</li> <li># playerStill2:Image</li> <li># playerStep1:Image</li> <li># playerStep2:Image</li> <li>- stepCount:Image</li> <li>+ man_x:int</li> <li>+ man_y:int</li> </ul>
<ul style="list-style-type: none"> <li>- GamePanel5()</li> <li>+ paintComponent(Graphics):void</li> <li>- move():void</li> </ul>

GamePanel6 extends JPanel
<ul style="list-style-type: none"> <li>- <u>serialVersionUID</u>:long</li> <li># gameBackground6:Image</li> <li># playerStill:Image</li> <li># playerStill2:Image</li> <li># playerStep1:Image</li> <li># playerStep2:Image</li> <li># flash:Image</li> <li># flash2:Image</li> <li># flash3:Image</li> <li>- stepCount:Image</li> <li>+ man_x:int</li> <li>+ man_y:int</li> </ul>
<ul style="list-style-type: none"> <li>- GamePanel6()</li> <li>+ paintComponent(Graphics):void</li> <li>- move():void</li> </ul>