**Class and packages description**

**Bombic** – Main Class, responsible for calling the Menu Screen and initiating constants

**Scenes**

* Hud – Responsible for creating and showing the game hud

**Screens**

* GameOverScreen – Screen that will be shown on the gameOver state
* MenuScreen – First screen to be shown, in witch is possible to choose the game options
* PlayScreen – Screen that creates game related objects, shows the game map and its objects
* VictoryScreen – Screen that is shown when the player wins

**Sprites**

* Bomber – Class that creates the object bomber (player), its sprites and implements its methods
* Enemy – Abstract Class of enemies, creates the bodies and abstract methods
* Item – Abstract Class used to represent an item
* ItemDef – Class used to spawn items
* Bomb – Descent from Item and its the SuperClass of the bombs, creates the body, and the methods
* Bonus – Descent from Item and its the SuperClass of the bonus, creates the body, and the methods
* InteractiveTileObject - SuperClass of the TileObjects, creates the body

**Tools**

* B2WorldCreator – Creates the bodies already positioned in the Tiled map
* InputController – Handles user input
* WorldContactListener – Handles all the contacts between world objects

**Networking**

A package that will contains all the methods and class necessaries to handle with networking between a server and clients.

**Artificial Intelligence**

A package that will contains all the methods and class necessaries to handle the intelligence artificial to enemies and players.

**Tests**

A package that will contains all the methods and class necessaries to test the entire game.