Classes in the class Diagram

Model

BuildModel:  
This is the class that deals with the game when its in build mode. It contains methods for placing, moving, deleting and rotating gizmos as well as a method for switching to run mode.

RunModel:  
This is the class that deals with the game when its in run mode. This contains the ball on the board, the outer walls and the gizmos on the board. It has methods for moving the ball, predicting the balls movement in a given time, checking the time until the next collision (and velocity) with another object, returning the ball in play, returning the gizmos and a method for switching to build mode.

MCollisionDetails:  
This calculated the time until the next collision and the velocity of the ball during the next collision. Has getters for both time until next collision and velocity.

Gizmo:  
Gizmo is the parent class for all of the possible gizmos (excluding the ball) and contains the basic values needed for each gizmo; x and y position and colour. The methods it has are just getters and and setters for the x and y positions and a getter for the colour.

MTriangleGiz:  
This is a triangle gizmo and extends Gizmo.

MCircleGiz:  
This is a circle gizmo and extends Gizmo.

MFlipperGiz:  
This is a flipper gizmo and extends Gizmo. It also contains wether the flipper is a left or right flipper.

MSquareGiz:  
This is a square gizmo and extends Gizmo.

MBall:  
This is the class for the ball. It contains the values for the balls velocity, its radius, x position, y position, colour and if the ball is stopped or not. It has get methods for the velocity, radius, circle, x and y values and the colour. It has set methods for the velocity and the x and y position. It also has methods to start and stop the ball and to check if the ball is stopped.

MWalls:  
This is a class for the outer walls of the board.