Title		GameMode		Level		Stats	
Displays game title and options to select from, such as <b>game</b> <b>mode</b> to play.	GameMode	Controls what fevel to load and completion depending on game mode  Currently unimplemented		Contains some preset or randomly generated set of <b>Actors</b> at coordinates	GameMode Brick	Keeps track of stats such as time played, num <b>bricks</b> remaining and destroyed, score, turns (lives)	Brick
A	otor	Paddl	le	Bric	ck	Ва	all
				The second secon			the state of the s
Super class of Paddle, Brick, and Ball, Item, Spike. Include attributes such as images/color/shape/v elocity/position/etc. and functions to manage them.	All children of Actor	Controls the paddle on the screen that reflects the <b>ball</b> . Ball deflects off paddle based on the exact part of the paddle hit, see game manual	Actor Stats Ball	Destructible brick; disappears when hit by Ball, has other properties such as health. Number remaining recorded in Stats. Drops an Item if it is a debuff or power-up brick.	Actor Level Ball Stats Item	Collides with other Actors (including itself) and triggers different effects.	Actor & its children Level
Paddle, Brick, and Ball, Item, Spike. Include attributes such as images/color/shape/v elocity/position/etc. and functions to		on the screen that reflects the <b>ball</b> . Ball deflects off paddle based on the exact part of the paddle hit;	Stats	disappears when hit by Ball, has other properties such as health. Number remaining recorded in Stats Drops an Item if it is a debuff or power-up	Level Ball Stats	Actors (including itself) and triggers	children

Wormhole		Spike		ltem		LevelSelectMenu	
An object teleports a ball after a brief animation. <b>Ball</b> maintains original velocity and directional vector of movement.	Actor Level <mark>l</mark> Ball Wormhole	An object that destroys the <b>Ball</b> on contact, causing the player to lose a life.	Actor Level Ball	A falling object dropped by a Power-Up or Power-Up or Power-Down Brick that causes a special effect when caught by the Paddle.	Actor Power-Up Brick Power-Down Brick Paddle Stats	Handles the menu that pops up when the level button on the <i>title</i> screen is pressed. Creates a pop-up window where we can select <i>levels</i> .	Title Level
Input		UltraBreakout (Main Activity)		Sound		ScreenActivity	
	u.			30	ound	Scree	nActivity

PopUpScreen					
Handles pop-up windows that do not pop-up and do not cover the entire screen.	Screen Activity				