



Rock	Spaceship	Bus	Fence	Buiding	Garden
- scale: float	- scale: float	- scale: float	- scale: float	- scale: float	- scale: float
+ Rock(texture, x, y)	+ Spaceship(texture, x, y)	+ Bus(texture, x, y)	+ Fence(texture,x,y)	+ Building(texture, x, y)	+ Garden(texture, x, y)
Tree	JungleTree	Car	Head	Temple	House
- scale: float	- scale: float	- scale: float	- scale: float	- scale: float	- scale: float
+ Tree(texture, x, y)	+ JungleTree(texture, x, y)	+ Car(texture, x, y)	+ Head(texture, x, y)	+ Temple(texture, x, y)	+ House(texture, x, y)

