# Level 1

December 1, 2019     3:53 PM

**FlyingBall**
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~ paint : Paint
~ radius : int
~ speed : int
~ x : int
~ y : int

~ draw(canvas : Canvas) : void
~ update(width : int, height : int) : void
~ FlyingBall() : void
~ getRadius() : int
~ getX() : int
~ getY() : int
~ setX() : int
~ setY() : int

**BonusBall**

~ update(width : int, height : int) : void
~ BonusBall(theme : String) : void

**PlayerBall**

- character : String

~ draw(canvas: Canvas): void
~ update(width: int, height: int): void
~ PlayerBall(theme: String, character: String): void

**DeathBall**

~ DeathBall(theme : String) : void

**PointBall**

~ PointBall(theme: String): void

**AppCompatActivity**
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**FlyingActivity**

- Interval : long
- handler : Handler
- username : String
- gameView : FlyingView
- sqlHelper : SQLiteHelper

# onCreate(savedInstanceState : Bundle) : void

**FlyingTransitionActivity**

- username : String

+ onClickNextLevel(view: View): void
# onCreate(savedInstanceState: Bundle): void

**FlyingPresenter**

- background : Paint
- bonus : int
- collected : int
- goal : int
- items : ArrayList<FlyingBall>
- lives : int
- scorePaint : Paint
- flyingView : FlyingView
- flyingInteractor : FlyingInteractor
- playerBall : PlayerBall

~ FlyingPresenter(flyingView : FlyingView, flyingInteractor) : void
~ draw(canvas : Canvas) : void
~ drawLegend(canvas : Canvas, canvasHeight : int, canvasWidth : int) : void
~ getBackground() : Paint
~ getCollected() : int
~ getGoal() : int
~ getLives() : int
~ getScorePaint() : Paint
~ setCharSpeed() : void
~ updateGameState(width : int, height : int) : void
- collisionChecker(character : Flyingball, ball : FlyingBall ) : boolean
- setComponents() : void

**FlyingView**

- timer: Timer
- flyingPresenter: FlyingPresenter
- username : String
- flyingInteractor: FlyingInteractor
- gameOver : boolean

+ FlyingView(context: Context,
sqlHelper: SQLiteHelper, username:
String): void
~ getGameOver(): boolean
~ goToGameOver(): void
~ goToTransition(): void
+ onTouchEvent(event: MotionEvent):
boolean
~ setGameOver(): void
# onDraw(canvas: Canvas): void

**FlyingInteractor**

- character : String
- difficulty : String
- lives : int
- theme : String
- username : String
- sqliteHelper : SQLiteHelper

~ FlyingInteractor(sqlHelper : SQLiteHelper, username : string) : void
~ getCharacter() : String
~ getDifficulty() : String
~ getLives() : int
~ getTheme() : String
~ updateDatabase(lives : int, time : double, progress : String): void