Balloon

Balloon

+ Balloon_Imag ();image

+ point (): int

+ Balloon()

+ Balloon_Move: bool(int height)

Gamer

Gamer

+ Level : int

+Score : int

+Gamer()

Archer

Archer

+Archer_Image : Image

Red_Balloon

Red_Balloon

+ Red_Balloon():

Yellow_Balloon

Yellow_Balloon

Yellow_Balloon():

Arrow

Arrow

+Arrow_Image: Image

+Arrow_Move():bool(width: int)