Interface	
Entity	

	Entity
Ball	

Abstract	Entity
Travelable	
• Accept balls onto this entity • Release balls from this entity	

	Travelable
Receptor	
• Rotate the slots in the receptor 90 degrees clockwise per turn	• Track • Nexus

	Travelable
Track	
• Allow balls to travel on a single axis	• Receptor

	Track
OneWayTrack	
• Allow ball to travel in one direction • Bounce ball on incorrect direction	

Nexus	Travelable
• Spawn a (random) ball and deliver it	• Receptor

Level	