Appendix B - All Classes (Just Inheritance and Interfaces)

void setPrevX(float)float getPrevY()void setPrevY(float)

boolean checkCollision(CollidableEntity,CollidableEntity

Music menuMusic
Music gameMusic
Music controlMusic
Music scoreMusic
Music pauseMusic
Music storyMusic
Sound buttonHover
Sound buttonClick
Sound laserPew
Sound enemyLaserPew
boolean isPlaying

void playMusic(ScreenTypevoid stopMusic()boolean isPlaying()void playButtonHover()

void playButtonClick()

void playLaserSound()

void playEnemyLaserSound()

