

characters

I *ILogic*

- int getLevel()
- OtherGetMethods()
- boolean getIsPaused()
- void setLives()
- void setIsPaused(boolean newState)
- void setStoricHighScore(int newScore)

C Statistics

- int NUMBEROFLEVELS
- int levelPercentage
- OtherVariables
- boolean isPaused
- int getLevel()
- OtherGetMethods()
- void setPercentage()
- OtherSetMethods()

C KeyHandler

- void inputPressed(int input)
- void InputReleased(int input)

C StaticSoundController

- void playStaticSound(String command)

C Logic

- int getLevel()
- OtherGetMethods()
- void setLives()
- void setIsPaused(boolean newState)
- void setStoricHighScore(int newScore)

C DynamicSoundController

- Clip CLIPCARRERA
- OtherConstantClips
- Boolean carreraLock
- OtherBooleanLocks
- void playSound(String command)
- void stopSound(String command)

C Map

- Char[][] mapMatrix
- Map(int level)
- void generateMapMatrix(Char[][] mapMatrixReference)
- LinkedList<int[]> getEntityCoordinates()
- OtherGetMethods()
- char[][] getMapMatrix()
- void setLevel(int newLevel)

C CollisionController

- String VEHICLE
- String TREE
- OtherConstantStrings
- Boolean collisionRegistered
- LinkedList<Entity> entityList
- LinkedList<Entity> entiitiesWithSound
- int currentTime
- void checkCollision()
- void stopPlay()
- void dynamicSoundManager(Entity entityToCheck, boolean toPlay)
- void collisionType(Entity entityToCheck)
- void setCollisionRegistered(boolean newRegistration)
- void updateList()