UI's Class Diagram

ui

GameMainFrame

□ layeredPane : JLayeredPane

- GameMainFrame()
- getHighScore()
- initializeGameMenu()
- initializeLayout()
- quitGame()
- readHighScore()
- resumeGame()
- setHighScore()
- showPauseMenu()
- writeHighScore()

gameMainFrame   pausePanel   frame   gamePanel   gameMainFrame   menuPanel   bgPanel

PausePanel

- PausePanel()
- doDrawing()
- drawLayout()
- keyPressed()
- paintComponent()

GamePanel

- GamePanel()
- doDrawing()
- initializeLabels()
- initializeLayout()
- keyPressed()
- restartApplication()
- resumeGame()
- showGameOver()
- paintComponent()

MenuPanel

- MenuPanel()
- doDrawing()
- drawLayout()
- paintComponent()

BGPanel

- BGPanel()
- initializeMaze()
- paintComponent()

logic

pauseEventListener   gameEventListener   logic   logic   logic

keylisteners

PauseEventListener

GameEventListener

logic

GameLogic

MenuLogic

MainFrameLogic