Object

- xpos: int
- ypos: int

+ getxpos(): int
+ getypos(): int
+ setxpos(xpos: int)
+ setypos(ypos: int)

BlockTile

- xpos: int
- ypos: int

Brick

- delete: boolean
- frametiming: int

+ setdelete(state: boolean)
+ getdelete(): boolean
+ addframe()
+ getframe(): int

PowerUp

- powerupstate: boolean
- powerupsetperiod: int
- powerisbeingused: boolean
- rand : Random

+ setpowerupstate(state: boolean)
+ setpowerisbeingused(state: boolean)
+ setnewpowerupperiod()
+ getpowerupstate(): boolean
+ getpowerisbeingused(): boolean
+ getpowerupperiod(): int
+ powerupspeedmodify(wizard: Wizard,
                 poweruptimer: int)

Icons

- xpos: int
- ypos: int
- changex: int
- changey: int
- steps: int
- speed: int
- dir: char

+ changexvel(xvel: int)
+ changeyvel(yvel: int)
+ collision(moving: Icons,
              notmoving: BlockTile) : boolean
+ collisionlogicfor2moving(moving1: Icons,
                 moving2: Icons) : boolean
+ getdir(): char
+ getxpos(): int
+ getypos(): int
+ move(dir: char, iconspeed: int)
+ refreshvel()
+ setdir(dir: char)
+ setspeed(speed: int)
+ setxpos(x: int)
+ setypos(y: int)
+ stop(dir: char)
+ updateicon()

Wizard

- xpos: int
- ypos: int

Ball

- delete: boolean

+ setdelete(state: boolean)
+ getdelete(): boolean

Gremlin

- rand: Random
- shifttrigger: boolean

+ shift (wizard: Wizard,
          block: BlockTile)
+ setshift(state: boolean)
+ getshift(): boolean
+ convertdir(dir: char) : int
+ convertnum(num: int): char
+ startdir(): char
+ goback(direction: char): char
+ choosedir(moving: Gremlin,
          notmoving: BlockTile): char

App

+ WIDTH : int
+ HEIGHT: int
+ SPRITESIZE: int
+ BOTTOMBAR: int
+ FPS: int

+ configPath: String
+ brickwall: PImage
+ stonewall: PImage
+ gremlin: PImage
+ slime: PImage
+ fireball: PImage
+ doorpic : PImage
+ poweruppic: PImage
+ teleportpic: PImage
+ leftsprite: PImage
+ rightsprite: PImage
+ upsprite: PImage
+ downsprite: PImage
+ brick0: PImage
+ brick1: PImage
+ brick2: PImage
+ brick3: PImage
+ levellist: JSONArray
+ currentlevel: int
+ totallevel: int
+ mazefile: String
+ lives: int
+ wcool: float
+ gamestate: boolean
+ wholegamerestart: boolean
+ gamefinish: boolean
+ gamelosing: int
+ enterdoor: boolean
+ counterforslime: int
+ counterforfireball: float
+ startcount: boolean
+ rectlengthreduce: float
+ reducethismuchrectforwcool: float
+ poweruprectreduce: float
+ poweruprectreducethismuch: float
+ poweruptimer: int
+ powerupcooldowncounter: int
+ frametiming: int
+ steps: int
+ layoutarr : char[][]
+ gremarray: ArrayList<Gremlin>
+ bricklist: ArrayList<Brick>
+ stonewalllist: ArrayList<BlockTile>
+ fireballs: ArrayList<Ball>
+ slimeballs: ArrayList<Ball>
+ wizard: Wizard
+ door: BlockTile
+ powerup: PowerUp
+ teleport1: BlockTile
+ teleport2: BlockTile
+ gremdir: char
+ ballspeed: int
+ poweruppresent: boolean
+ teleport1present: boolean
+ teleport2present: boolean

+ draw()
+ getinfo()
+ keyPressed()
+ keyReleased(e: KeyEvent)
+ settings()
+ setup()
+ tick()
+ main(args: java.lang.String[])