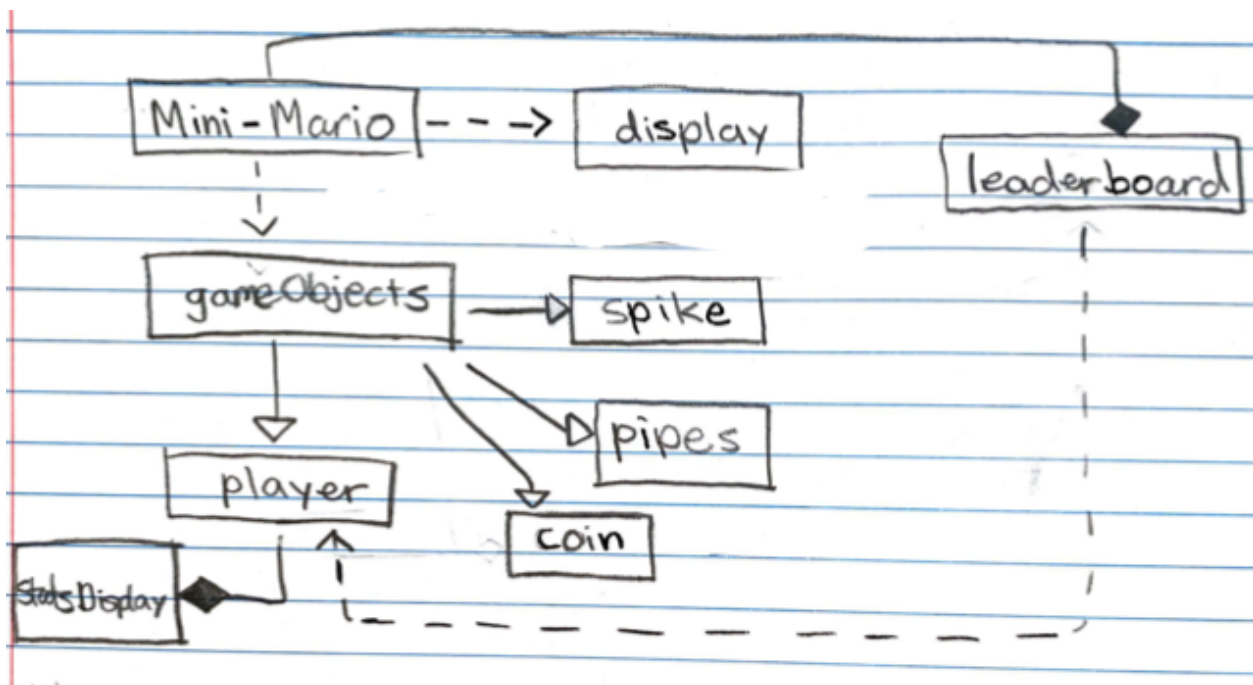


Preliminary Specification: Project Mini-Mario  
Lucas Liang / Max Karpinsky

1. Structural Design

Data	Interface => class
Leaderboard	Queue => LinkedList<String>
Health Amount	Queue => PriorityQueue<Player>
Object Mapping (stores specific objects in the game)	Set => TreeSet<gameObject>

2. Object-Oriented Design



Class	Description
Mini-Mario	The core of the project. It depends on the display class and gameObjects class. Mini-Mario also contains a keyboard input and leaderboard.
gameObjects	Basically all of the objects in the game including obstacles (spike & pipes), coins,

	and players. This class will also store the specific location of each game object.
display	Makes window and loads the game.
leaderboard	Displays the top scores and the names of players at the end of playing.
player	Our game character. The class stores the character's number of coins and health. Player is a gameObject.
statsDisplay	Displays the stats (health & number of coins) of a player.
coins	A gameObject that the user is trying to get to.
spikes	A gameObject and an obstacle the user has to jump over.
pipes	A gameObject and an obstacle the user has to dodge or jump.