

Rock
+ position: int
+ touchBall: boolean
+ touchPlayer: boolean

Ball
+ hasUser: boolean
+ touchObstacle: boolean
+ initialPosition: int
+ touchRightBorder: boolean

Player
+ hasBall: boolean
+ moveBall(): void
+ act(): void

TrainingDummy
+ initialPosition: int
+ move(): void
+ touchBorder(): void
+ moveSpeed(): void

Defender
+ initialPosition: int
+ move(): void
+ touchBorder(): void

Score
+ opponentPoints: int
+ playerPoints: int
+ addPoints(): void
+ updateImage(): void

MyWorld

RightBorder
+ touchBall(): void
+ touchPlayer(): void

Win

Border

Gameover