

MyWorld
+prepare(): void

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

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

Ball
+ initialPosition: int
+ isTouching(Player): boolean
+ touchRightBorder: boolean
+ act(): void

Player
+ act(): void

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

ComScore
+ points: int
+ addComScore(int points): void
+ updateImage(): void

PlayerScore
+ points: int
+ addPlayerScore(int points): void
+ updateImage(): void

YouWin

YouLose

Border

GameOver
+ endGame(): void
+ startGame(): void
+ isGameOver(): boolean