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class Items:
    Poop
    Coin
    Bomb
    Bird
Instance Variables:
    Random x coordinates
    Decreasing y coordinate
    Constant y coordinate
    Increasing x coordinate
Methods:
    posE() - x, y coordinates
    posB() - x, y coordinates
    coinFalls()
    bombFalls()
    poopFalls()
    birdFly()
Dependencies:
    Collision (Player)
    Pause (OGScreen&GOS)
    Start (OGScreen&GOS)

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class OGScreen:
    Start screen (is game screen)
    Pause screen
Instance Variables:
    X and Y coordinates for screen
Methods:
    startButton()
    pauseButton()
    popUpScreen()
    continueButton()
    startOverButton()
Dependencies:
    User click - buttons

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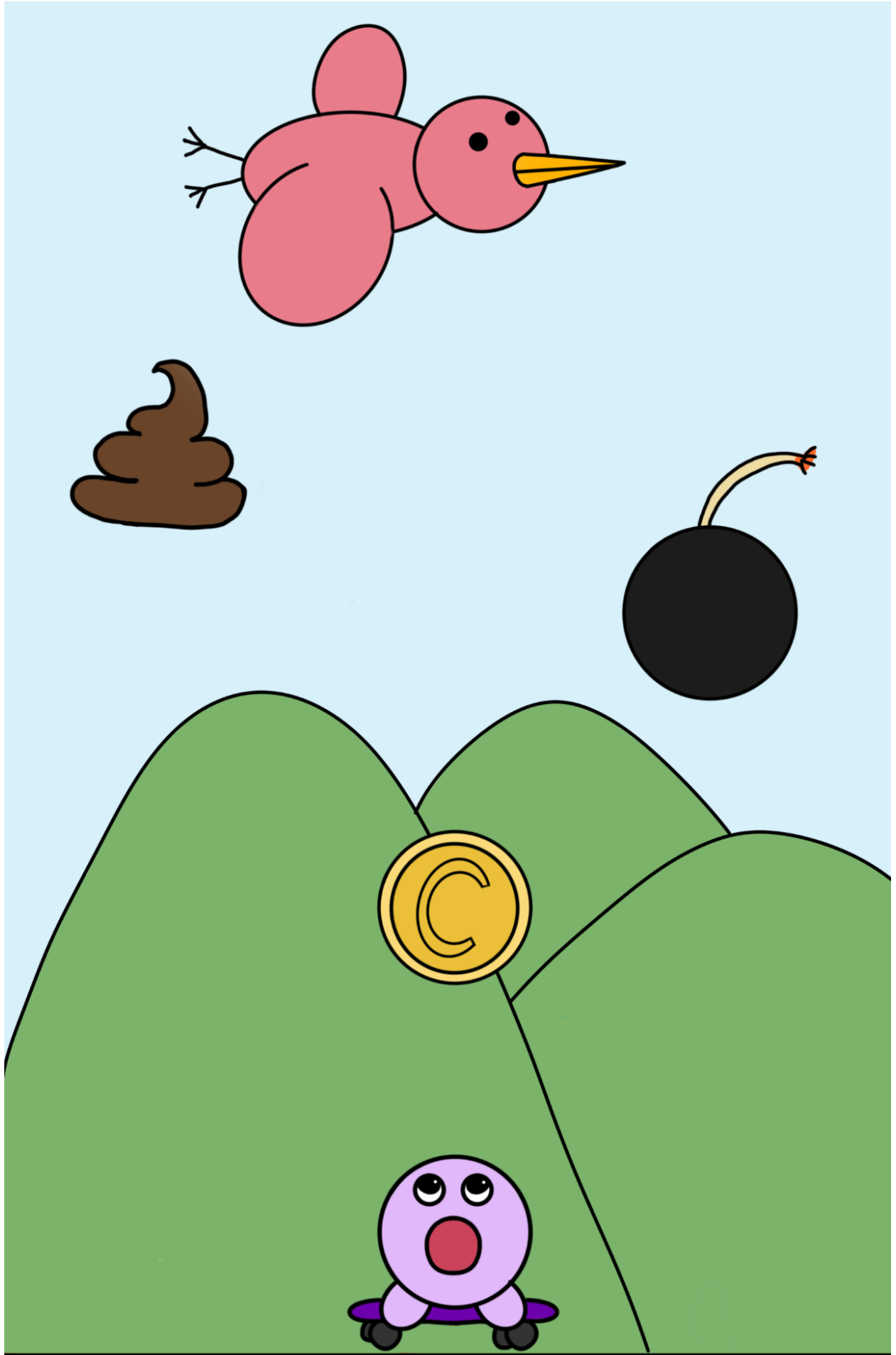
class Player:
    Player
Instance Variables:
    X coordinate
    Constant y coordinate
Methods:
    movement()
Dependencies:
    Collusion (items)
    User click - start/pause screen
    User keyboard

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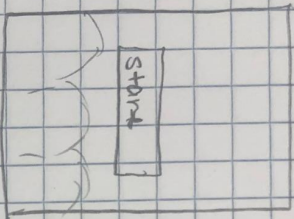
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Class gameOver Screen:
    gameOverScreen
Instance Variables:
    X and Y coordinates for screen
Methods:
    startAgainButton()
    scoreBoardButton()
    gameOverS()
Dependencies:
    When the character gets hit by poop

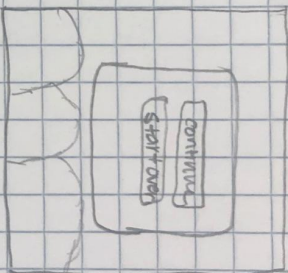
```



Start Screen



Pause Screen



game over

