```
class PlayerStats {
        Integer highestLevel
        Integer fastestTime
        String name
}

class Scoreboard {
//draws data from PlayerStats and displays information
}

class Level {
        let obstacles = [......] // array of booleans, bool is true when there is an obstacle there
        let backgroundTexture = image // each level can have a different background if desired
        function checkCollision (playerPos) { //run this every update frame to see if player has
        collided
                if player has collided with the obstacle
                        run failScreen()
                        run gameReset()
        let timer
        Int levelNum
        }

class Horse {
        Integer position
        function jump
        double velocity
        let image
        String name
        }

class PlayerHorse {
        boolean prevkey
        function keyPressed(boolean lr) // if prevkey was the same as current, disable this
function for 0.3seconds. otherwise move 1 meter
        let final image
}

class RobotHorse {
        function genVel
        function genAccel
        function getName
        function changeSprite // generates image for automated horse
}
```