1. ISHITA - 2022224 2. JESSICA KAUR CHAWLA - 2022230

java.lang.Exception GameNotSavedException **IOException GameCannotRestart <** - - - - < < throws>> - -\_\_\_\_\_</throws>> -\_-\_-**\_\_\_\_\_ ExitScreen** MainPage <interface> Serializable **◄**— — — — <<implements>> — — — — \_ \_ \_ \_ \_ \_ \_ <<implements>> \_ \_ \_ + \_ \_ \_ \_ \_ \_ \_ +reviveGame(): void +start(Stage primaryStage): void +restartGame(): void +saveGame(): void +goHome(): void MainPageController **Position** -buttonID: int -questionID : int -savedGamesList: ArrayList<SavedGame> - - --x: double -y: double +ques(): void +getSavedGamesList(): ArrayList<SavedGame> +leaderBoard(): void +getX(): double +volume(): void +getY(): double +play() : void +setX(double x) : void +viewSavedGames(): void +setY(double y): void <<extends>> <<extends>> GamePage <<extends>> \_ — — — <<implements>> -— ] <<extends>> Platform Player -cherries : int Cherry -score : int Stick -**stickHero**: Player -width: double -name: String -gameID : int -length: double +getName(): String +createCherry(): void +setName(String name): void +getPlayer(): Player +getWidth(): double +removeCherry(): void +getScore(): int +moveForward() void +getLength() : double <<implements>> +getcherries(): int +collectCherry(): void +createPlatform(): void 1...\* +fallDown(): void +setStickHero(Player player): void SavedGame +setScore(int score): void +setCherries(int cherries): void -player : Player -score: int -cherries: int **\_\_\_\_\_** +loadFromFile(String filePath): void +saveFromFile(String filePath): void GamePageController +extendStick(): void +rotateStick(): void +exitGame(): void +displayPlatform(): void +displayCherry(): void +disappearCherry(): void +setScore(): void +setCherries(): void

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