Bubble Fantasy UML Diagram  
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| Class Game |
| Integer score  Integer highScore  Object ball  Object arrow  Float clock  Integer timer1, timer2  Integer status  List colorCounter  String level |
| Void update()  Void render()  Void splash()  Void gameLoop()  Void pauseGame()  Void resumeGame()  Void restartGame()  Void addLine()  Void updateScore() |

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| Class Ball |
| String color  Object image  Integer x\_coord  Integer y\_coord  Float clock  Integer timer |
| Void appear()  Void countdown()  Void move() |

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| Class Arrow |
| Image image  Object rect |
| Void update() |