

UML Diagram

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| Class Ball |
| xPos, yPos, xSpeed, ySpeed, radius |
| Void move, void respawn |

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| Class main |
| Lives, score |
| Void setup(), void gameOver() |

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| Class Bricks |
| Rgb (color scheme), rightX value, leftX value, top Y value, bottom Y value |
| Void createBrick(), void die() |

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| Class Platform |
| Rgb (color scheme), X, Y, rightX value, leftX value, top Y value, bottom Y value |
| movePlatform(), createPlatform() |

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| Class powerUpBig |
| Rgb (color scheme), xpos, ypos |
| Void spawnPowerup(), void die() |

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| Class powerUpSlow |
| Rgb (color scheme), xpos, ypos |
| Void spawnPowerup(), void die() |

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|---------------------------------|
| Class powerUpMany |
| Rgb (color scheme), xpos, ypos |
| Void spawnPowerup(), void die() |