Mouse

-xPosition: int
-yPosition: int
-speed: int

+moveLeft(): void
+moveRight(): void
+moveUp(): void
+moveDown: void
+checkCollision(): boolean
+checkWall(): void
+checkBread(): void

Snake

-xPosition: int
-yPosition: int

+move(): void
+turnAround(): void
+checkCollision(): boolean
+checkWall(): void

Wall

-xPosition: int
-yPosition: int

Timer

-timeLeft: int

+isTimeUp(): boolean

Bread

-xPosition: int
-yPosition: int