SpaceGame
Created by
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EnemyLaser

+ x: int
+ y: int
+ speed: int
+ rad: int
+ power: int

+ display(): void
+ fire(): void
+ reachedBottom(): boolean

SpaceGame

+ blasters: ArrayList
+ rocks: ArrayList
+ stars: ArrayList
+ eship: ArrayList
+ powers: ArrayList
+ elasers: ArrayList
+ score: int
+ level: int
+ pass: int
+ play: boolean
+ isFinished: boolean

+ setup(): void
+ draw(): void
+ mousePressed(): void
+ infoPanel(): void
+ startScreen(): void
+ gameOver(): void

Blaster

+ x: int
+ y: int
+ speed: int
+rad: int
+ c: color

+ display(): void
+ fire(): void
+ reachedTop(): boolean

Powerup

+ x: int
+ y: int
+ speed: int
+ rad: int

+ display(): void
+ move(): void
+ reachedBottom(): boolean

Enemyship

+ x: int
+ y: int
+ health: int
+ speed: int
+ rad: int
+ savedTime: int
+ totalTime: int
+ c: color
+ right boolean

+ display(): void
+ move(): void
+ start(): void
+ blasterIntersect(Blaster blasters): boolean
+ isFinished(): boolean

Rock

+ x: int
+ y: int
+ health: int
+ speed: int
+ rad: int

+ display(): void
+ move(): void
+ reachedBottom(): boolean
+ blasterIntersect(Blaster blasters): boolean

Star

+ x: int
+ y: int
+ c: color

+ display(): void
+ move(): void
+ reachedBottom(): boolean

Timer

+ savedTime: int
+ totalTime: int

+ start(): void
+ isFinished(): boolean

Spaceship

+ x: int
+ y: int
+ health: int
+ lives: int
+ rad: int

+ display(int x, int y): void
+ rockIntersect(Rock rock): boolean
+ powerupIntersect(Powerup powerup): boolean
+ shipIntersect(Enemyship eeship): boolean
+ enemylaserIntersect(Enemylaser elaser): boolean