Max Mesirow

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| Public Score Keeper |
| Public ScoreKeeper()  Public void scorePoint()  Public getScore() |
| Private int Counter |

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| Public Player |
| Pubic Player()  Public int getHeight()  public void calcHeight()  public void jump() |
| Private int height;  Private int velocity; |

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| Public Obstacle |
| Public Obstacle(int Gameheight, int Gamewidth)  public void move()  public boolean notInRange()  public boolean colides(int height)  public void draw(Graphics g) |
| private Rectangle top;  private Rectangle bot;    private final int SPACESIZE = 80;  private final int WIDTH = 20; |

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| Public Gravity |
| Public int getNewVelocity(int v)  Public int getNewHeight(int x, int v) |
| Private final gravity |

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| Public Game |
| Public void paintComponent(Graphics g)  Public void runGame() |
| Private Player  Private Obstacle  Private Score Keeper |