-intiialize(): void -makeltem(): void +draw(): void +checkBounce(): boolean +slow(): void +addMonies(): int +pickup (): void +checkWin(): void edu.neumont.csc150.Controller +winCox(): void Start +win(): void +Start(): void +loose(): void edu.neumont.csc150.screen edu.neumont.csc150.items StartScreen **Painting Tutorial** +Painting() -option: boolean BackButton: Button +getAllowedDenomination: int -startButton : Button +backButton(event : MouseEvent) : void +Start (): void +tutorialClick (event: MouseEvent): void Vase +Painting() +getAllowedDenomination: int Sculpture PickYourPoison CountDown +Painting() -seconds: int +start(stage : Stage) +getAllowedDenomination: int +gameClick(event : MouseEvent) : vol -secondsStart: int +gameClickedHard(event: MouseEve -startStart: int Statue -time: TimeLine +Painting() +doTime(): void +getAllowedDenomination: int +doHardTime(): void CoxFound +closeStage(): void Mr.Cox Painting +start(stage : Stage) : void +Painting() +replay(event : MouseEvent) : void StartCountDown +getAllowedDenomination: int -label: Label -hbox: Hbox Cash Looser +start(stage : Stage) : void +start(stage : Stage) : void +Cash() +replay(event : MouseEvent) : void +Cash(value, image imageURL): void + getImage (): Image MainGameS1 WinScreen +start(stage : Stage) : void CurrencyPiece +start(stage : Stage) : void +gameClose(): void +getValue(): int +replay(event : MouseEvent) : void +getEasy(): Coundown +setValue(): void +setEasy(): void +getAllowedDemonination(): int Sell +accumulator: int +checkMoney(): boolean +getAccumulator(): int

edu.neumont.csc150.Character

PhantomController

- mainCanvas : Canvas

- person : ImageView

- vX : int

- vY : int

- p : Image

CharacterPickUp

+makeItem(): void

+getItems (): <List>

+setItems(): void

-items : <List>