Bontia, Neo Adam

Jularbal, Vincent

Ezimadu, Esther

**Classes**

**Director** (Windows) **class**

**Actor** (Sprite) **class**

1. **Static** (Actor) **class**
2. **Buttons**
   1. Play button, exit button, back button
   2. Attribute *button\_name* will be added alongside the built-in attributes of Sprite class (determines what the button does)
3. **Texts**
   1. Score, Lives, Help
   2. Attribute *prompt* will be added alongside the built-in attributes of Sprite class (the string to be displayed in the screen)
4. **Moving**
5. **Player**
   1. Attribute *lives* will be added alongside the built-in attributes of Sprite class (the number of times a player can play again)
   2. Attribute *power\_up[]* will be added alongside the built-in attributes of Sprite class (keeps track of the power ups a player has)
6. **Platform**
7. **Enemy** 
   1. Mobs and Boss
8. **PowerUps** (Coins, Buffs, and Debuffs) : score (how much does it have), effect (determines what it does), duration (how long will it last)
   1. Coins, Buffs, and Debuffs
   2. Attribute *score* will be added alongside the built-in attributes of Sprite class (how much points is it worth)
   3. Attribute *effect* will be added alongside the built-in attributes of Sprite class (determines what it does)
   4. Attribute *duration* will be added alongside the built-in attributes of Sprite class (how long will the power up last)

**Script** (Game Loop) **class**

1. **Input**
2. Movement input
3. Button interaction
4. Name input
5. **Update**
6. Collision handling
7. Score handling
8. Life handling
9. Movement update
10. **Draw**
11. Screen display