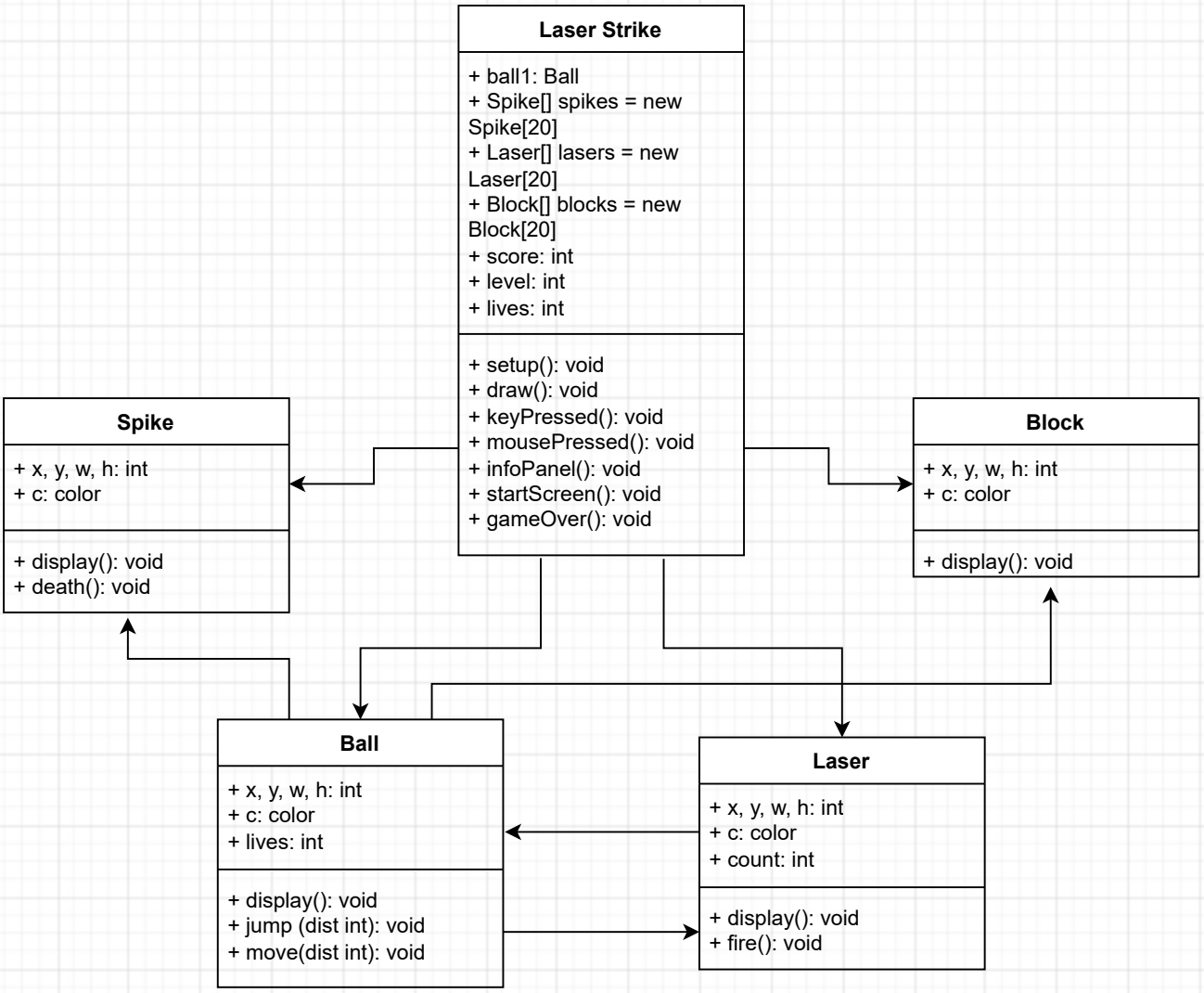
Laser Strike
+ ball1: Ball
+ Spike[] spikes = new Spike[20]
+ Laser[] lasers = new Laser[20]
+ Block[] blocks = new Block[20]
+ score: int
+ level: int
+ lives: int
+ setup(): void
+ draw(): void
+ keyPressed(): void
+ mousePressed(): void
+ infoPanel(): void
+ startScreen(): void
+ gameOver(): void
Spike
+ x, y, w, h: int
+ c: color
+ display(): void
+ death(): void
Block
+ x, y, w, h: int
+ c: color
+ display(): void
Ball
+ x, y, w, h: int
+ c: color
+ lives: int
+ display(): void
+ jump (dist int): void
+ move(dist int): void
Laser
+ x, y, w, h: int
+ c: color
+ count: int
+ display(): void
+ fire(): void