

Player()
<pre>private int points, level, lvlPoints; private float sX, sY; ALStack<Ingredients> sandwich Player(); getX(); getY(); getPoints(); getLevel(); getlvlPoints(); setX(float x); setY(float y); setPoints(int pts); setlvlPoints(int pts); setLevel(int lvl);</pre>

Ingredients()
<pre>float ix,iy; String name; int w,h; PImage texture int status; Int points Ingredients() Ingredients(Ingredients i) Ingredients getInstance() move() toString() getName() getiX() getiY() getTexture() getStatus() setStatus(int stat) setTexture(PImage img)</pre>

Meal()
<pre> ArrayList<Ingredients> breakfast = new ArrayList<Ingredients>(); ArrayList<Ingredients> lunch = new ArrayList<Ingredients>(); ArrayList<Ingredients> dinner = new ArrayList<Ingredients>(); ArrayList<Ingredients> badFood = new ArrayList<Ingredients>(); Meal() getBreakfast() getLunch() getDinner() getBadFood() </pre>

Sandwich_Stacker() [Driver]
<pre> PImage img; PImage hamImg; PImage cheeseImg; PImage eggImg; PImage baconImg; PImage lettuceImg; PImage tomatoImg; PImage beefImg; PImage onionImg; PImage badEggImg; PImage bananaPeelImg; PImage start; int maxPoints, level, time, interval, finishedLvl, myMillis; ALQueue<Ingredients> fallIngredients = new ALQueue<Ingredients>(); ArrayList<Ingredients> gIngredients, bIngredients; ArrayList<Ingredients> holder = new ArrayList<Ingredients>(); Meal meal = new Meal(); Player playa = new Player(); boolean lvlStart, gameStart, endLevel; int bacon, cheese, egg, tomato, beef, lettuce, onion, ham, badEgg, bananaPeel; setup() draw(setupLvl() mouseClicked() </pre>