

Player()
<pre>private int points, level, lvlPoints; private float sX, sY; private int bacon, cheese, egg, tomato, beef, lettuce, onion, ham, badEgg, bananaPeel; ALStack&lt;Ingredients&gt; sandwich  Player(); getX(); getY(); getPoints(); getLevel(); getLvlPoints();  setX(float x); setY(float y); setPoints(int pts); setLvlPoints(int pts); setLevel(int lvl); setLvlPoints(int pts);</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&lt;Ingredients&gt; breakfast = new ArrayList&lt;Ingredients&gt;(); ArrayList&lt;Ingredients&gt; lunch = new ArrayList&lt;Ingredients&gt;(); ArrayList&lt;Ingredients&gt; dinner = new ArrayList&lt;Ingredients&gt;(); ArrayList&lt;Ingredients&gt; badFood = new ArrayList&lt;Ingredients&gt;();  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; PImage breakfast; PImage lunch; PImage dinner;  int maxPoints, level, time, interval, finishedLvl, myMillis; ALQueue&lt;Ingredients&gt; fallIngredients = new ALQueue&lt;Ingredients&gt;(); ArrayList&lt;Ingredients&gt; gIngredients, bIngredients; ArrayList&lt;Ingredients&gt; holder = new ArrayList&lt;Ingredients&gt;(); Meal meal = new Meal(); Player playa = new Player(); boolean lvlStart, gameStart, endLevel;  setup() draw( setupLvl() mouseClicked() </pre>

