Player()

private int points, strikes, level;
private float sX, sY;
 	
getsX();
getsY();
getPoints();
getStrikes();
getLevel();
 	
setsX(float x);
setsY(float y);
setPoints(int pt);
setStrikes(int strk);
setLevel(int lvl);

Ingredients()
float ix,iy; float x; String name; int w,h; color c; int status; Ingredients() move() toString() getColor() getStatus() setStatus(int stat)

Meal()
ArrayList<Ingredients> breakfast = new ArrayList<Ingredients>(); ArrayList<Ingredients> lunch = new ArrayList<Ingredients>(); ArrayList<Ingredients> dinner = new ArrayList<Ingredients>();

Sandwich_Stacker() [Driver]
Int lvl Int time Int maxPoints Int currentScore Int allScore Boolean start ArrayList<int> highscores PImage img; PImage plateimg; int maxPoints, level; ALQueue<Ingredients> fallIngredients = new ALQueue<Ingredients>(); ArrayList<Ingredients> gIngredients, bIngredients; ALStack<Ingredients> sandwich; ArrayList<Ingredients> holder = new ArrayList<Ingredients>(); Meal meal = new Meal(); Player playa = new Player();   setup() draw() mouseMove() Win() setupLvl()