UML Class Diagram | Angry Birds

<<Interface>>
serializable

<<Interface>>
screen

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ability

-type: int
-duration: int

+explode():void
+generate():void
+speed_inc():void

Bird

-health :int
-color:String
-unique_ability :String
-radius :int
-power :int

+gethealth():void
+getability():void
+getcolor():void
+getradius():void
+getpower(): void

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shoot

-x_cood : double
-y_cood : double
-drag_back: int

+get_x(): double
+get_y(): double
+get_speed(): double
+get_damage(): double

Main Menu

-scenery : int

+achievments() :ArrayList
+newgame(): void
+loadgames(): void
+opensetting()
+exit()

Settings

+switch_scenery:ArrayList

Pause Screen

+resume()
+save_current()
+achievments() :ArrayList
+settings()

Save screen

-state : ArrayList
-score : int

+save_current():ArrayList
+exit()

Player

-bird_left :int
-level_current :int
-pig_left :int
-score :int

+state(birds:int,boosts:bool)
+set_angle(angle :int): void()
+set_drag(d :int): void()
+get_birdleft():int
+shoot(): void
+click_ability():void
+add_bird(): void

Main

-bhealth : int
-bpower : int
-b_xiniti : double
-b_yiniti : double

+pause(): void

+get_xcoord: double
+set_xcoord: double
+get_ycoord: double
+set_ycoord: double
+get_shotlef: int
+get_obsleft: int
+level_clear: boolean

Pig

-health : int
-color : string
-helmet : int
-radius :int

+gethealth():void
+getability():void
+getcolor():void
+getradius():void

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obstacle

-type:String
-x :int
-y :int
-health:int

+get_x() :int
+get_y() :int
+get_health():int
+is_boost() :boolean

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cursor

+angle_set(a :int) :void
+drag_set(d :int):void

I/O Exception

Class Not Found

unabletosave

java.lang.exception