



# Class Diagram Reference

## Important Classes:

GameEngine	<ul style="list-style-type: none"><li>- encompasses entire game</li><li>- holds state object (Running or MainMenu)</li></ul>
MainMenuState	<ul style="list-style-type: none"><li>- state when main menu is displayed</li><li>- implements GameState interface</li><li>- starting state of GameEngine</li></ul>
RunningState	<ul style="list-style-type: none"><li>- state when the game is running</li><li>- implements GameState interface</li></ul>
ScoreBoard	<ul style="list-style-type: none"><li>- contains player score</li></ul>
GameBoard	<ul style="list-style-type: none"><li>- contains 2D array of cells</li><li>- each cell hold 0..1 GameObjects</li></ul>
GameObject	<ul style="list-style-type: none"><li>- defines generic game object</li><li>- contains draw() method</li><li>- has children: MainCharacter, Barrier, Reward, and Enemy</li></ul>

## Interfaces:

GameState	<ul style="list-style-type: none"><li>- defines interface for possible states of GameEngine</li></ul>
Button	<ul style="list-style-type: none"><li>- defines generic button with action() and draw() methods</li></ul>
Movable	<ul style="list-style-type: none"><li>- defines interface for movable GameObjects</li><li>- contains methods for changing direction and moving</li></ul>