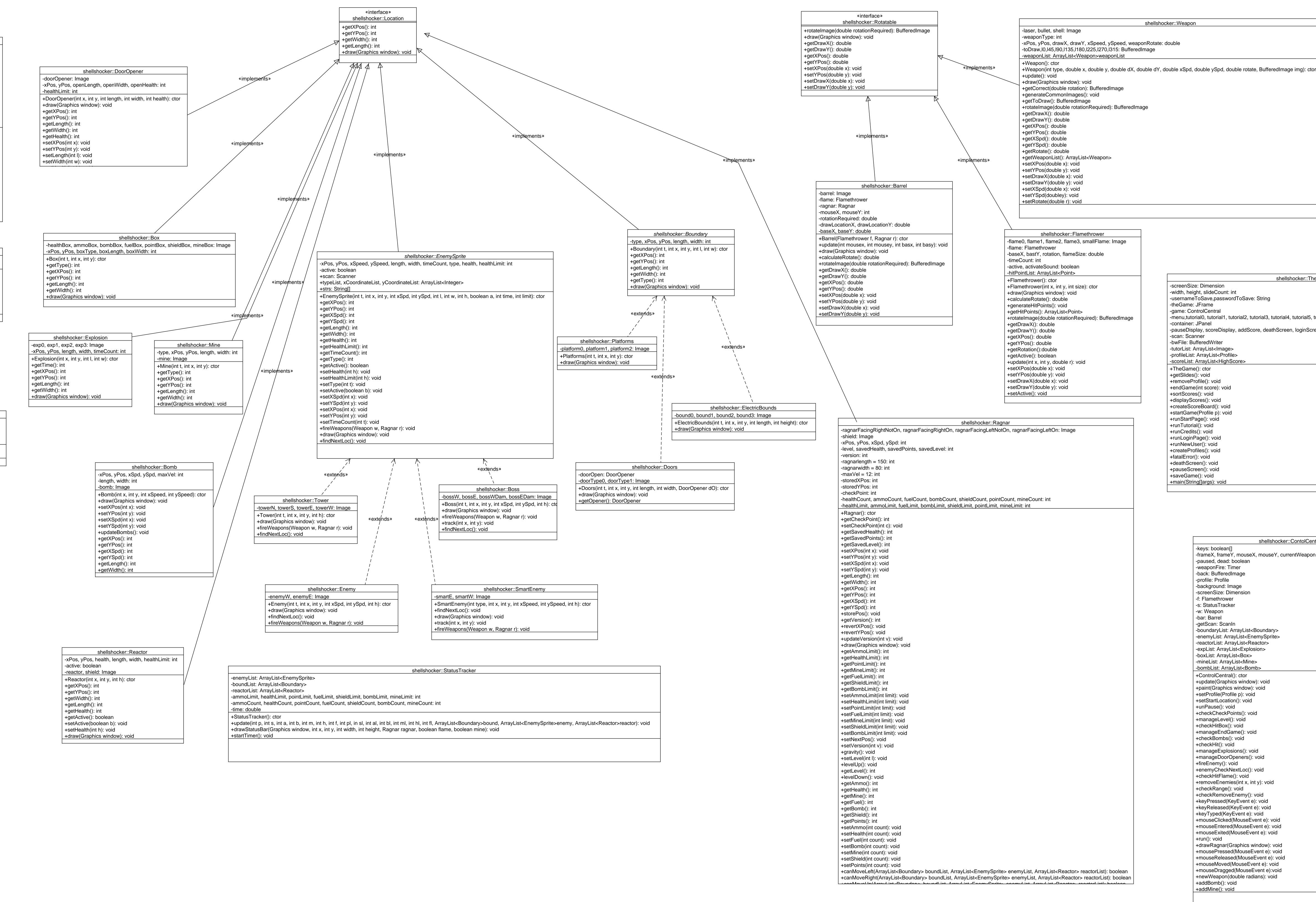
```
shellshocker::MusicPlayer
-scanner: InputStream
 -music: AudioStream
-bullet: AudioStream
 -explosion: AudioStream
-laser: AudioStream
-flamethrower: AudioStream
-box: AudioStream
-bomb: AudioStream
-boss: AudioStream
 -levelUp: AudioStream
-level: AudioStream
-musicPlayer = AudioPlayer.player: AudioPlayer
-themeadded: boolean
+startTheme(): void
+stopAll(): void
+stopTheme(): void
+startBomb(): void
+startBoss(): void
+startLevelMusic(): void
+stopLevelMusic(): void
+startLevelUp(): void
+stopBomb(): void
+startBulletSound(): void
+startExplosionSound(): void
+startLaserSound(): void
+startFlamethrower(): void
+startBoxSound(): void
+stopFlamethrower(): void
```

## shellshocker::Profile -userName, passWord: String -checkPoint, level, health, point: int +Profile(String user, String pass, int c, int I, int h, int p): ctor +getUserName(): String +getPassWord(): String +getCheckPoint(): int +getLevel(): int +getPoint(): int +getHealth(): int

shellshocker::HighScore -name: String -score: int +HighScore(String n, int s): ctor +getName(): String +getScore(): int

```
shellshocker::ErrorLogger
-bwFile: BufferedWriter
-scan: Scanner
+ErrorLogger(): ctor
+logError(String level, String location, Sring error): void
```



shellshocker::TheGame -screenSize: Dimension -width, height, slideCount: int -usernameToSave,passwordToSave: String -theGame: JFrame -game: ControlCentral -menu.tutorial0, tutorial1, tutorial2, tutorial3, tutorial4, tutorial5, tutorial6, tutorial7, tutorial8: Image -container: JPanel -pauseDisplay, scoreDisplay, addScore, deathScreen, loginScreen, newUserScreen, backArrow, forwardArrow: Image -scan: Scanner -bwFile: BufferedWriter -tutorList: ArrayList<Image> -profileList: ArrayList<Profile> -scoreList: ArrayList<HighScore> +TheGame(): ctor +getSlides(): void +removeProfile(): void +endGame(int score): void +sortScores(): void +displayScores(): void +createScoreBoard(): void +startGame(Profile p): voic +runStartPage(): void +runTutorial(): void +runCredits(): void +runLoginPage(): void +runNewUser(): void +createProfiles(): void +fatalError(): void +deathScreen(): void +pauseScreen(): void +saveGame(): void +main(String[]args): void

```
shellshocker::ContolCentral
-keys: boolean[]
-frameX, frameY, mouseX, mouseY, currentWeapon: int
 -paused, dead: boolean
-weaponFire: Timer
-back: BufferedImage
 -profile: Profile
-background: Image
 -screenSize: Dimension
 -f: Flamethrower
 -s: StatusTracker
-w: Weapon
-bar: Barrel
-getScan: ScanIn
 -boundaryList: ArrayList<Boundary>
 -enemyList: ArrayList<EnemySprite>
 -reactorList: ArrayList<Reactor>
 -expList: ArrayList<Explosion>
-boxList: ArrayList<Box>
-mineList: ArrayList<Mine>
-bombList: ArrayList<Bomb>
+ControlCentral(): ctor
 +update(Graphics window): void
+paint(Graphics window): void
+setProfile(Profile p): void
 +setStartLocation(): void
+unPause(): void
+checkCheckPoints(): void
+manageLevel(): void
+checkHitBox(): void
+manageEndGame(): void
+checkBombs(): void
 +checkHit(): void
+manageExplosions(): void
+manageDoorOpeners(): void
+fireEnemy(): void
+enemyCheckNextLoc(): void
+checkHitFlame(): void
+removeEnemies(int x, int y): void
+checkRange(): void
+checkRemoveEnemy(): void
+keyPressed(KeyEvent e): void
+kevReleased(KevEvent e): void
+keyTyped(KeyEvent e): void
+mouseClicked(MouseEvent e): void
+mouseEntered(MouseEvent e): void
+mouseExited(MouseEvent e): void
+run(): void
+drawRagnar(Graphics window): void
+mousePressed(MouseEvent e): void
+mouseReleased(MouseEvent e): void
+mouseMoved(MouseEvent e): void
+mouseDragged(MouseEvent e):void
+newWeapon(double radians): void
+addBomb(): void
+addMine(): void
```