

GameModel	
<ul style="list-style-type: none">• Handle player jump• Handle obstacle movement• Handle food movement• Handle collisions• Handle calculations of AI player	<ul style="list-style-type: none">• GameView• GameMain• GameControl

GameControl	
<ul style="list-style-type: none">• Handle user key inputs• Make decisions based on observations made by AI• Determine game states based on collisions	<ul style="list-style-type: none">• GameView• GameModel• GameMain

GameView	
<ul style="list-style-type: none">• Store player object• Store player Image to display• Store obstacle object• Store obstacle food to display• Store food object• Store food image to display• Handle music• Displays all stored objects and images to the main stage	<ul style="list-style-type: none">• GameControl• GameModel• GameMain

MenuController	
<ul style="list-style-type: none">• Allows user to choose character image• Allows user to choose between playing and watching AI play• Shows help instructions• Starts the game	<ul style="list-style-type: none">• GameMain• GameView• GameControl