String Cheese
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Period 4
Project: Bubble Shooter

## Bubble

private int state
   0 = on queue to be shot
   1 = being shot (front of queue)
   2 = has been shot
   3 = has been popped
private int _color
private _radius
private final
   int RED
   int BLUE
   int YELLOW
   int GREEN
   int PINK
private float dx
private float dy
private float _x
private float _y
private ArrayList<Bubble> neighbors

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+ move() ⟶ void
+ bounce() ⟶ void
+ numNeighbors() ⟶ int
+ setColor() ⟶ void
+ getSameNeighbors() ⟶ ArrayList<Bubble>
+ neighborsOnTop() ⟶ boolean
+ accessors and mutators

## GameBoard

private Bubble[][] _BubbleField
private int _numBubbles

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+ getSize() ⟶ int
+ getBubbleField() ⟶ Bubble[][]
+ pop() ⟶ Bubble

## Bubble Shooter

ALQueue<Bubble> _upNext
BubbleField _playingField
boolean _cleared
boolean _filled
Bubble _currentBubble

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+ setUp()
+ play()
+ launch(Bubble)