Class Diagram for Game

Rectangle

Intersects() - Checks to see if two rectangles are overlapping

Car

Update() - randomly generate a new car color when car moves off screen
Show() - show image of a car

Frog

Update() - keep frog on page
Show() - show image of a frog
Move() - move frog up/down & left/right

Log

Update() - randomly generate a new log obstacle when it moves off screen
Show() - show as image