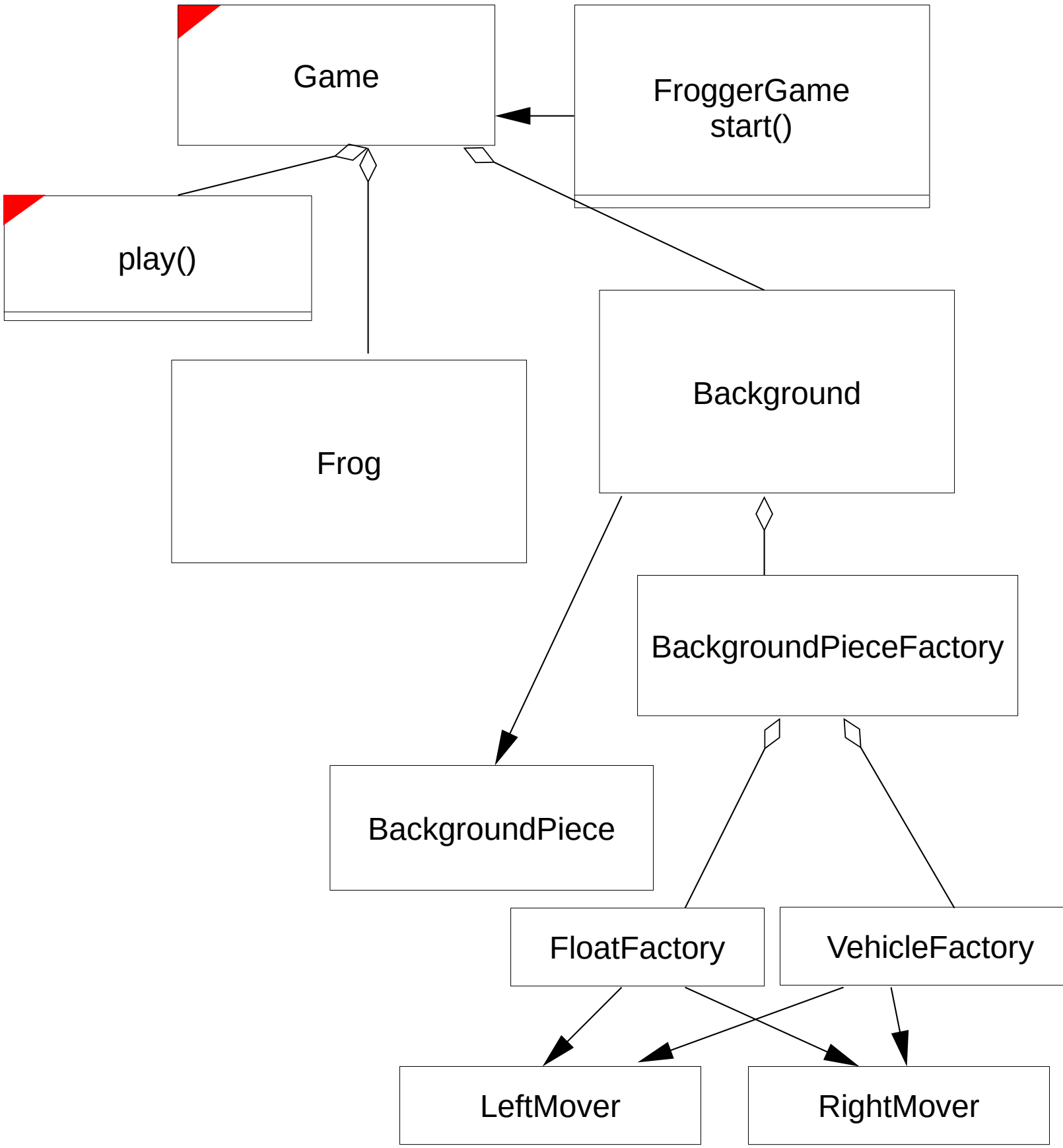
Game
FroggerGame
start()
play()
Frog
Background
BackgroundPieceFactory
BackgroundPiece
FloatFactory
VehicleFactory
LeftMover
RightMover

FroggerGame: main function. Start() begins the game.

Game: runs the game in real time.
- keyListener calls Frog.moveFrog when a key on the keyboard is pressed.
- win() and lose() functions as well as reset()
- checkCollisions(), checkSplash(), checkBounds(), and checkLilypad() determine if the player has lost
- also keeps track of the number of wins
Game.play() runs the Animation Timer throughout the whole game.

Frog: sets up the player's frog character.
MoveFrog() runs throughout the game whenever an arrow key is pressed

Background: sets up the background of the game = 13 rows in total with three green areas (top, middle, bottom), a river, and a road.
- setupPieces(int, Pane) calls BackgroundPieceFactory() to create the pieces and handles lilypads using makeLilyPad(int, int)
- move() calls each of the backgroundPieces' move function

BackgroundPiece: class for each of the moving pieces in the background of the board.
Each piece is defined by the row its in, its speed (includes its direction), width, fill image, and type

BackgroundPieceFactory: class to call different factories and movers based on the row a piece is in (river or road) and which direction its going

LocationFactory: interface for the mover classes

Vehicle Factory: implements LocationFactory's methods to make a RightMover and LeftMover
- creates the green cars and tractors going right in the road
- creates the trucks, purple cars, and yellow cars going left in the road
- each vehicle has different spacing requirements and has a set number of vehicles per row

FloatFactory: also implements LocationFactory
- the logs are RightMovers and the turtles are LeftMovers
- they vary in width, spacing, and number as well

LeftMover: child of BackgroundPiece
- all pieces move to the left on screen but speed varies

RightMover: child of BackgroundPiece
- all pieces move to the right on screen but speed varies