- Character class diagram: contains everything about the character, such as their movement(location), statistics of the character, and their looks.
    - movement method will contain attributes that cause the character to change their location.
    - lookChange method will have attributes that cause the character to change their look.

- Assets class diagram: contains the objects used such as rhythm game notes, and platforms used for parkour game.
    - Notes will have different notes that give different values of points.
    - Platform will have different platforms of different lengths.

- Scene class diagram: contains the different scenes.
    - menuScene will be the main menu that shows up on game launch
    - rhythmScene will be the scene for the rhythm game.
    - parkourScene will be the scene for the parkour game.