GameController
- GameController()
- onGameOverclick(ActionEvent) void

Character
- Character()
- isUpright boolean
- currPosition double
- isDead boolean
- movementSpeed double
- character Image
- inverse_character Image
- stickHeroImage Image
- StickHeroImage ImageView
- die() void
- setStickHeroCoordinates(int, int) void
- getStickHeroImage() ImageView
- move() void
- setStickHerosize(int, int) void
- reverseCharacter() void

Block
- Block()
- perfect Rectangle
- block Rectangle
- customiseWidth() void
- addPerfect() void
- HitRedArea() void
- getBlockWidth() double
- getLocation() double

Stick
- Stick()
- length double
- rotate() void
- grow(double) void
- getLength() double

Scores
- Scores()
- scores ArrayList<Integer>
- GameScore int
- getHighScore() int
- AddGameScoretoArray(int) void
- getGameScore() int
- AddGameScore() void

Cherry
- Cherry()
- Cherrycount int
- RandomCherryGenerate() void
- getCherrycount() int
- getLocation() double
- AddcherryCount() void
- disappear() void

StickHero
- StickHero()
- cherry Cherry
- stick Stick
- character Character
- Score Scores
- window Stage
- currBlocks ArrayList<Block>
- Home Scene
- main(String[]) void
- start(Stage) void
- isSafe() boolean
- revive() void
- generateNextBlock() void
- endGame() void
- getDistanceToNextBlock() void

OverController
- OverController()
- onHomeButtonclick(ActionEvent) void
- onReviveUsingCherriesButtonClick() void
- onReplayButtonClick() void

HomeController
- HomeController()
- onHelpButtonClick() void
- onSettingsButtonClick() void
- onPlaybuttonclick(ActionEvent) void

Score
character
«create»
cherry
stick
currBlocks
«create»