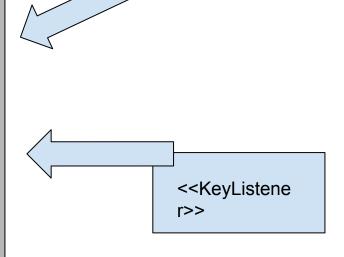
Map Generator

- map[][]:int
- brickHeight : int
- brickWidth: int
- + MapGenerator(ro w : int, col : int)
- + draw(g : Graphics2D) void
- + setBrickValue(val ue : int, row : int, col : int) void

Gameplay

- play: boolean
- score : int
- totalBricks: int
- timer : Timer
- delay: int
- playerX : int
- ballPosX: int
- ballPosY: int
- ballYdir: int
- ballXdir: int
- bricksBroken: int
- map : MapGenerator
- + Gameplay()
- + Paint(g : Graphics) void



JPanel



Main

+ main(): void

<<ActionListen er>>