* **Main**
* **Player**
  + *Health*
  + *Maximum health (constant)*
  + Score
  + Bombs (Bomb type)
  + Alive (boolean)
  + *Speed*
* **Enemy**
  + *Points*
  + *Direction*
  + Alive (boolean)
  + *Speed*
  + **Ballon**
  + **Drop**
* **Block**
  + *Size (constant)*
  + *Walkable (boolean)*
  + *AvailableBomb (boolean)*
  + **Regular cells**
  + **Brick cells**
    - *Bonus(bonus type)*
    - *Destroyed (boolean)*
  + **Wall cells**
* **Bonus**
  + *Chance*
  + *Benefits*
  + **Bomb**
  + **Fire**
    - **Special fire**
  + **Remote Controol**
  + **Roller Skate**
  + **Geta**
  + **Door**
    - *Open (boolean)*
* **Bomb**
  + *Explosion range*
  + *Explosion timer*
* **Level**
  + Current level
  + Constructor: initialize all the enemies, the board and bonuses. The player object is not changed through the levels