

GameController
setupLevel() levelFinished() levelAnimation() collisionDetection() resetLevel()

GameBackground
MediaView mediaView Sky sky Sun sun BackgroundMusic bgm
setMainGame() resetBackground()

Target(ImageView)
setLocation(x, y)

Bar(Rectangle)
Timeline timeline KeyValue kv KeyFrame kf
moveUpAndDown() moveLeftAndRight()

BackgroundMusic
Media media MediaPlayer mediaPlayer
getMusic() playMusic() stopMusic()

MovingCircle
double xSpeed double ySpeed
changeDirectionX() changeDirecitonY() update() setXSpeed() setYSpeed()

