

Name: Car	
Class Attributes:	MAX_SIZE: int MIN_SIZE: int SPEED: int
Object Attributes:	win: window width: int height: int dx: int dy: int shape: rectangle
Object Methods:	step() checkCollision(other: rectangle)

Name: LilyPad	
Class Attributes	MAX_SIZE: int MIN_SIZE: int SPEED: int
Object Attributes:	shape: Picture win: window width: int height: int dx: int dy: int
Object Methods:	step() checkCollision(other: Picture)

Name:	Player
Class Attributes:	DEAD: int RUNNING: int FINISHED: int
Object Attributes:	speed: float startTime: float win: Window shape: Picture state: int shape.x: int shape.y: int scoreGraphics: Text scoreGraphics.fontsize: int
Object Methods:	move(dx: int, dy: int, cars: Car, lilypads: LillyPad)