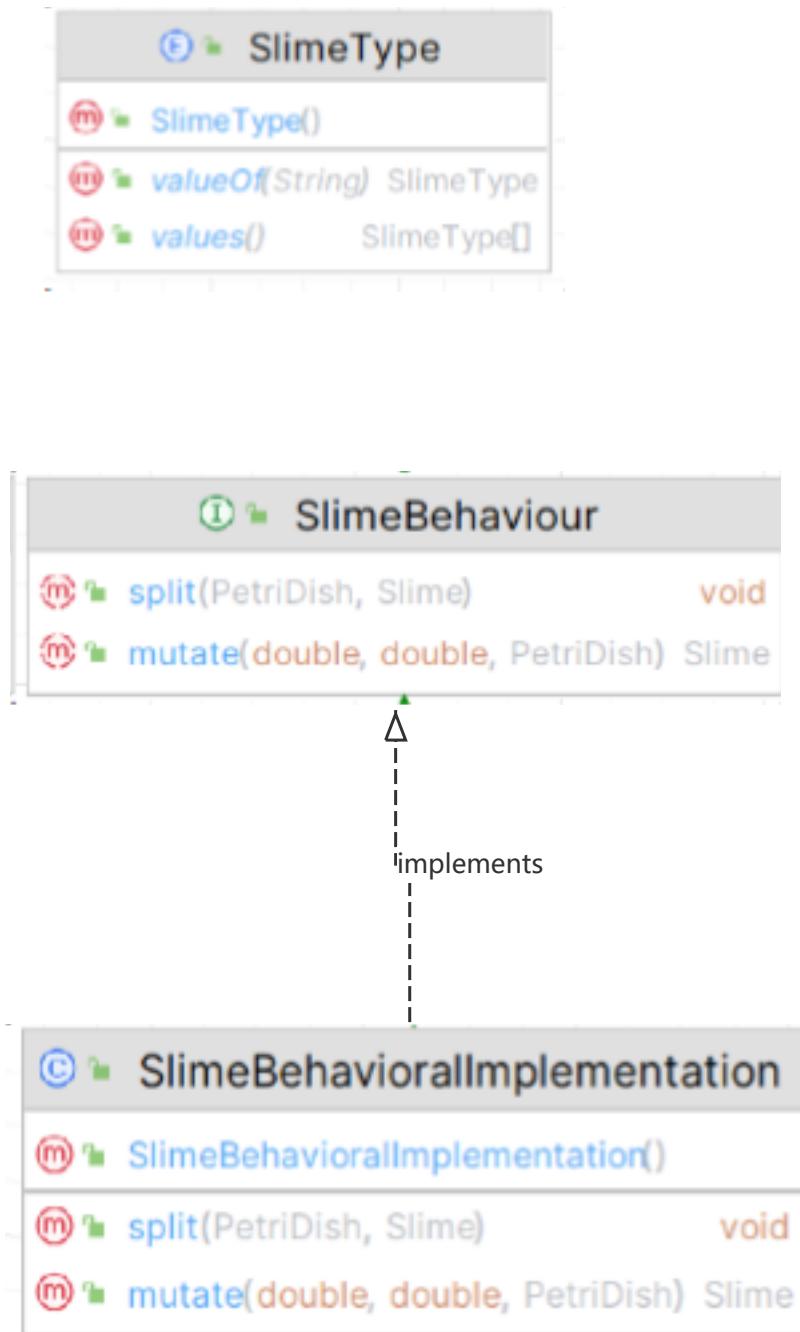


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Player		
(m) Player()		
(f) balance	int	
(m) IncreaseBalance(int)	void	
(m) reduceBalance(int)	boolean	
(p) balance	int	

HelloController		
(m) HelloController()		
(m) onHelloButtonClick()	void	

ProgressBarManager		
(m) ProgressBarManager(PetriDish, Pane)		
(f) progressBar	ProgressBar	
(m) updateTimeline(double, double)	void	
(m) addActionToProgressBar()	void	
(m) createVerticalProgressBar()	ProgressBar	
(m) createNewTimeline()	Timeline	
(m) gameEnd()	void	
(p) progressBar	ProgressBar	

PetriDish		
(m) PetriDish()		
(f) canvas	Pane	
(f) threadList	ArrayList<Thread>	
(f) deadSlimeList	ArrayList<Slime>	
(f) slimesList	ArrayList<Slimes>	
(f) defaultSlime	Slime	
(m) removeThread(Thread)	void	
(m) addSlime(Slime)	void	
(m) checkSlimeCountAndKill()	void	
(m) removeSlime(Slime)	void	
(m) setStopThread(boolean)	void	
(f) deadSlimeList	ArrayList<Slimes>	
(f) canvas	Pane	
(f) slimesList	ArrayList<Slimes>	
(f) defaultSlime	Slime	
(f) isStopThread	boolean	
(f) threadList	ArrayList<Threads>	

BouncingSlimes		
(m) BouncingSlimes()		
(m) createScene()	Scene	
(m) reduceBalanceAddSoup()	void	
(m) addDefaultSlime()	void	
(m) createSlimeListView()	ListView<Slime>	
(m) start(Stage)	void	
(m) createButtonCanvas()	Pane	
(m) initializeGame()	void	
(m) main(String[])	void	
(m) createSoupBtn()	ImageView	
(m) clearDeadSlimes()	void	
(m) createBalanceLabel()	Label	
(m) createSellBtn()	Button	
(m) createClearButton()	Button	
(m) addEventToSingleSellButton(Slime, ListView<Slime>)	void	
(m) openSlimeListView()	void	
(m) setupCanvas()	Pane	

GameStartGUI		
(m) GameStartGUI()		
(m) startGame(Stage)	void	
(m) setupPrimaryStage(Stage, Scene)	void	
(m) createBackground()	ImageView	
(m) start(Stage)	void	
(m) createStartGameButton(Stage)	Button	
(m) main(String[])	void	