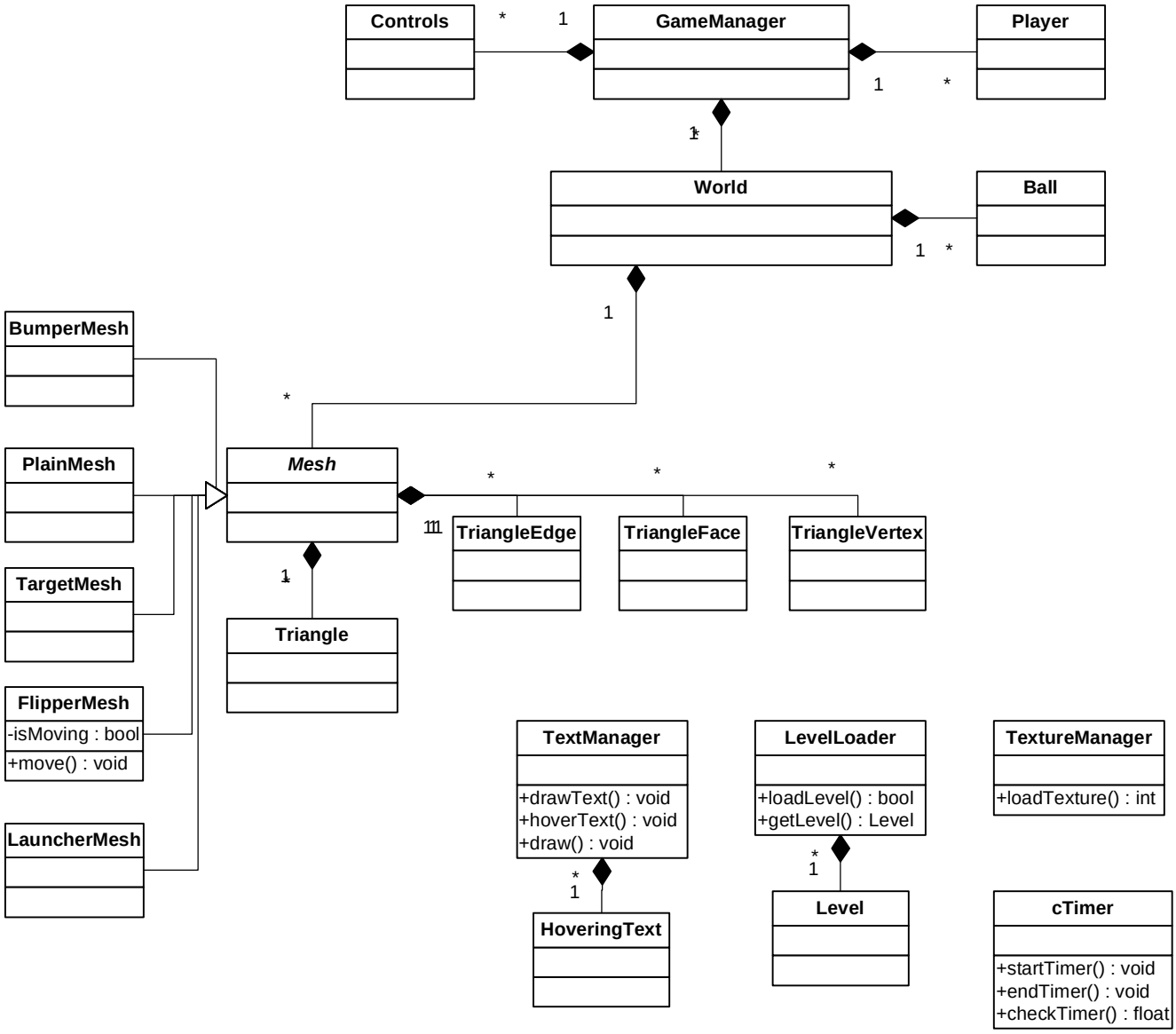
Controls
GameManager
Player
World
Ball
BumperMesh
PlainMesh
TargetMesh
FlipperMesh
-isMoving : bool
+move() : void
LauncherMesh
Mesh
Triangle
TriangleEdge
TriangleFace
TriangleVertex
TextManager
+drawText() : void
+hoverText() : void
+draw() : void
HoveringText
LevelLoader
+loadLevel() : bool
+getLevel() : Level
Level
TextureManager
+loadTexture() : int
cTimer
+startTimer() : void
+endTimer() : void
+checkTimer() : float