

| Class                   | Change from Abstract   | Justification/ Description  |
|-------------------------|--|---|
| Kroy                    | Now overlooks the app as a whole rather than one particular instance of the game. Much of what it contained is now in GameScreen | Allows for storage of values such as high scores and making sure that only one instance of the game is run at once  |
| MenuScreen              | Added  | Controls the setup of the game and collecting information such as which truck the user wants to use before passing it back to Kroy to initialise the game                             |
| GameScreen              | Added  | Controls much of the logic of the game indirectly. Calls update methods for all GameObjects which need to be processed and renders them.  |
| GameOverScreen          | Added  | The screen displayed once logic from GameScreen stops   |
| FireTruckSelectionScene | Added  | Interface the user interacts with to select which truck the user will play as for the duration of the game  |
| OptionsWindow           | Added  | Interface the user can interact with to set-up the game. Controls buttons to change music and debug features  |
| PauseWindow             | Added  | Interface the user can interact with while the game is in it's paused state   |
| GameTextures            | Added  | Controls the set of graphics the user will be seeing. Storing them in a separate class allows Textures to only be constructed once as to not cause lag when spawning multiple bullets |

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| HUD               | Added  | Controls displaying information to the user during the game as well as keeping track of the current score   |
| <i>GameObject</i> | Added  | Superclass to store basic attributes about a renderable object such as it's position and graphic. Having a superclass allows for iteration through all "renderable" objects and update them from a central class (GameScreen) |
| <i>Entity</i>     | Some attributes removed to store   | Superclass to store information like health points and a radius to the classes that need it. Removes the need for some code repetition  |
| Fortress          | Added methods and attributes   | Stores properties about 1 particular fortress on the map  |
| FireStation       | Replenish rate is not present due to not yet being implemented               | Marker to control the area in which the truck will heal and replenish water. Features to change the replenish rate not yet implemented  |
| WaterStream       | Added  | Projectile going from FireTruck to the Fortress class being attacked  |
| FireTruck         | Given more methods such as replenish() which fit our specific implementation | Stores and processes all information about the player/ fire truck. Specific details regarding the truck are decided based on the users choice   |
| StarBar           | Added  | Visible indicator to the user of a particular attribute such as health points or remaining water  |
| Bullet            | N/a  | Contains properties about each individual bullet within a specific bullet pattern   |

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| BulletDispenser | N/a | Represents the weapon a Fortress of UFO will have. Contains information about the pattern of bullets it can dispense bullets in. |
| Pattern         | N/a | Contains information about a pattern of bullets such as the trajectory and speed of each bullet                                  |