Objects and Interactions

These tables set out what each of the objects must do and the users of these behaviors.

BatSpriteStruct

Method	Description	Users
LoadTexture	Loads the texture into the bat	BreadAndCheeseGame
StartGame	Calculates the bat size and positions it for the start of the game	BreadAndCheeseGame
Draw	Draws the bat	BreadAndCheeseGame
Update	Updates the bat	BreadAndCheeseGame
CheckCollision	Checks for collision with the bat	Ball

BallSpriteStruct

Method	Description	Users
LoadTexture	Loads the texture into the ball	BreadAndCheeseGame
StartGame	Calculates the ball size and positions it for the start of the game	BreadAndCheeseGame
Draw	Draws the ball	BreadAndCheeseGame
Update	Updates the ball	BreadAndCheeseGame

BreadAndCheeseGame

Method	Description	Users
LoseLife	Removes a life and reduces ends the game if all the lives have been used up.	Ball
UpdateScore	Adds to the game score	Ball