Actor

-position : Vector2D = Vector2D.Zero
-velocity : Vector2D = Vector2D.Zero
-rotation : float = 0f
-acceleration : Vector2D = Vector2D.Zero
-health : int = 1
-enabled : bool = false
-visibleState : Visibility = hidden

+draw(in sb : SpriteBatch) : void
+isDead() : bool
+isEnabled() : bool
+update(in gametime : GameTime) : void

1
*

GameSprite

-image : Texture2D
-frameSize : Vector2D
+frameRate : float
-currentFrame : uint
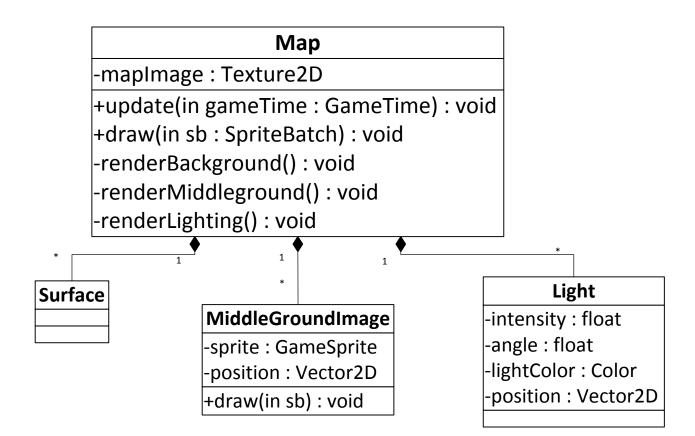
+getCurrentSprite() : Texture2D

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SpriteAnimation

-rowIndex : uint
-numFrames : uint
-defaultFrameRate : float

Map

-mapImage : Texture2D

+update(in gameTime : GameTime) : void
+draw(in sb : SpriteBatch) : void
-renderBackground() : void
-renderMiddleground() : void
-renderLighting() : void

Surface

MiddleGroundImage

-sprite : GameSprite
-position : Vector2D

+draw(in sb) : void

Light

-intensity : float
-angle : float
-lightColor : Color
-position : Vector2D

NPC : Actor

+NPCList : List<NPC>
+active : bool

Balloon

+isSlimeCollision(in actor : Actor) : bool

Door

-endDoor : bool

+isEndDoor() : bool
+isPlayerEntryValid(in player : Actor) : bool

«signal»
doorClosed

in sender : Door : Actor

Slime

-slimeType : SlimeType
-size : SlimeSize

+split() : void
+grow() : void

Beaker

Fan : IField

Symbols

+converge()

Vat

Cordyceps

Amoeba

Rodent

+swarm() : void

SchrodingersCat

PavlovsDog

HotPlate

TeslaCoil

BoucePad

Fluffy

Laser

-orientation : Vector2D

+emit() : void

FieldController

IField

-fieldVector : Vector2D = Vector2D.Zero
-direction : float = 0
-position : Vector2D = Vector.Zero
-size : Rectangle = Rectange.Zero

+draw(in sb : SpriteBatch) : void
+affectPlayer(in player : Actor) : void

Field

AccelerationField

-dampeningRate : float

VelocityField

HealthField

-hitsPerSecond : float

SlowField

Viewport
-x : int
-y : int
-width : uint
-height : uint
-rotation : float
-zoom : float
+worldToView(in worldCoords : Point) : Point +viewToWorld(in viewCoords : Point) : Point