**Project: Zombie Escape**

What is that?

It is a game with a goal to escape from zombie by finishing minigame each stage. There are 4 stage in this game. First, there are three moving circles around with alphabets and has a pointer to indicate alphabet, so you need to sequentially stop by press spacebar, to pass this stage three circles must be indicate follow the sequential alphabet above game panel.

Second, this stage is so important because it's only one stage that affect to your coin(score), you need to get coins as you can by press spacebar when ball running in gaps and you need to save the time for run away from zombie.

Third, there are four wire that need to cut the way to cut it so easy just enter spacebar when running ball moving on four gaps.

Finally, there are four sequential alphabets above and there are twenty alphabet boxes, to finish this stage you need to left click on alphabet box that have data same with above by sequential.

So, when you finish all stage the coin will be record. Note that if game is over the coin will not be record and when you do something mistake all zombies velocity will be increase and opportunity to born new zombie with the highest velocity(compare with older zombies).

**Player:**

* There is only one player.
* Player will gain coin in stage 2.
* Player will be die if zombie is closely.

**Zombie:**

* Zombie will be born when game start and it has opportunity to born when player do something mistake.
* Zombie will be increase it's velocity when player do something mistake.

**Minigame:**

* Play the game that appear and finish it to end the game.

**Interface render.IRenderable**

This interface use to describe base of something that can render

Method:

-public void draw(Graphic2D g2d); use to draw the IRenderable object.

-public void setDestroying(boolean destroyed); use to set that this object is destroyed or not.

-public void update(); use to update this object.

-public void updateAnimation(); update next frame photo;

-public boolean isVisible(); return true if this object is visible and false if it's not.

-public boolean isDestroyed(); return value's destroyed fields.

-public int getX(); get x position.

-public int getY(); get y position.

-public int getZ(); get z position.

**Interface LogicGame.Logic**

This interface use to describe base of logic class

Method:

-public void logicUpdate(); use to update data of class;

**Class entity.AlphabetBox**

This class implements from IRenderable use to create a box that contains with alphabet

Field:

#int primaryKey; the key that identify each box if it's same primaryKey two boxes will be linked.

#int x, y; the position that you want the box be.

#int width, height; this is describe size of box.

#boolean selected; it's true if user click on the box that linked, default value is false that mean this is not selected.

#boolean destroyed; it's true if this box was destroyed, default value is false;

Constructor:

initialize the value of each field.

Method:

generated getter settle of fields.

**Class entity.Coin**

This class implements from IRenderable use to create a coin that appear in stage 2.

Field:

#int x, y; the position that you want the coin be.

#int radius; radius of this coin.

#int disappearCounter; it's describe how long this coin can appear.

#boolean destroyed; it's true if coin was destroyed, default value is false.

+int seed; just like primary key that linked a coin with a SpacebarGap.

+boolean destroying; it's true when disappearCounter = 0.

-int deadCounter; to count when object close to die.

Constructor:

initialize the value of each field.

Method:

-generated getter settle of fields.

-public void update(); decrease disappear counter if disappearCounter <= 0 set destroyed is true, then destroyed is true remove on screen object.

**Class entity.Gateway**

This class implements from IRenderable use to create a gateway.

Field:

#int x, y; the position that you want the gateway be.

#boolean destroyed; it's true if gateway was destroyed, default value is false.

#boolean gateClose; it's false the door is opening;

Constructor:

initialize the value of each field.

Method:

-generated getter settle of fields.

-public void update(); if gateClose is false y will be decrease for open gateway.

**Class entity.Player**

This class implements from IRenderable use to create a player

Field:

#int x, y; the position that you want the player be.

#int charWidth, charHeight; describe player's size.

#boolean destroyed; it's true if player was died, default value is false.

#boolean destroying; it's true when player close to die.

-int deadCounter; to count when object close to die.

-boolean walking; if it's true player's walking.

-boolean visible; true if it can visible.

-int threadCounter; count the time's thread run.

+AnimationManager animation; define player character.

+AnimationManager animationWalking; define player walking character.

+AnimationManager animationStanding; define player standing character.

+static Object playerLocker; it's synchronize key.

Constructor:

-public Player(); initialize the value of each field, call the method createThread().

Method:

-generated getter settle of fields.

-public void setWalking(boolean walking); if it's walking set it's stand vice versa if it's standing set it's walking.

-public void update(); walking to the position that define each stage if it can't walking set it's standing.

-public boolean collideWith(Zombie zombie); return true if player collide with zombie.

-public void zombieIsComing(); to use sound and flip player by thread.

-public void threadCounterIncrement(); increase threadCounter.

-public void threadCounterDecrement(); decrease threadCounter.

-public void threadCounterReset(); reset thread counter to zero.

-public void createThread(); create player's thread.

**Class entity.PlayerStatus**

This class implements from IRenderable use to create a player status.

Field:

-int combo; it's counter when you continuously get coin.

Constructor:

initialize the value of each field.

Method:

-generated getter settle of fields.

-public void addScore(int coin); use to add coin.

-public void addCombo(int combo); use to add combo.

-public void comboInterrupted(); reset combo to one.

-public void subtractionScore(); use to subtraction score and note that when score less than zero set it to zero.

**Class entity.RunningBall**

This class implements from IRenderable use to create a running ball.

Field:

#int x, y; the position that you want the running ball be.

#int xTab, yTab; the position of tab.

#int diameter; diameter of ball.

#int tabDistance; tab distance.

#int direction; define backward or forward direction.

#boolean destroyed; it's true if ball was destroyed, default value is false.

-int shuffleDirectionDelay; delay of redirection.

Constructor:

initialize the value of each field.

Method:

-generated getter settle of fields.

-public void update(); moving the ball by 2 and redirection when it collide with edge of tab. If it's stage 2 shuffle redirection.

**Class entity.SpacebarGap**

This class implements from IRenderable use to create a spacebar gap.

Field:

#int x, y; the position that you want the gap be.

#int width; width of gap.

#int disappearCounter; define time to disappear.

#int primaryKey; the key that identify each gap if it's same primaryKey it's will be linked.

#boolean destroyed; it's true if gap was destroyed, default value is false.

#Color color; define gap's color.

+int seed; just like primary key that linked a coin with a SpacebarGap.

Constructor:

public SpacebarGap(int primaryKey, Color color, int disappearCounter, int x, int y); initialize the value of each field. if it's stage 0 make it stable on x axis.

Method:

-generated getter settle of fields.

-public void update(); decrease disappearCounter if it less than zero remove it.

**Class entity.Wire**

This class implements from IRenderable use to create a wire.

Field:

#int x, y; the position that you want the wire be.

#int width, height; wire's size.

#int primaryKey; the key that identify each wire if it's same primaryKey it's will be linked.

#boolean destroyed; it's true if wire was destroyed, default value is false.

#Color color; define wire's color.

Constructor:

initialize the value of each field.

Method:

-generated getter settle of fields.

**Class entity.Zombie**

This class implements from IRenderable use to create a zombie.

Field:

#int x, y, z; the position that you want the zombie be.

#int charWidth,charHeight; zombie's size.

#boolean destroyed; it's true if zombie was destroyed, default value is false.

#boolean destroying; it's true when zombie close to die.

#int disappearCounter; define time to disappear.

#AnimationManager animation; define zombie character.

-int deadCounter; to count when object close to die.

+boolean moving; use to define that zombie moving or not.

Constructor:

public Zombie(int speed); initialize the value of each field. and random zombie to born.

Method:

-generated getter settle of fields.

-public void update(); moving the zombie.

**Class LogicGame.NorthScreenLogic**

This class implements from Logic use to calculate events on north screen.

Field:

#int spawnZombieCounter; use to count if it has suitable value zombie can be born.

#boolean firstZombie; use to define this is first zombie.

#Player player; use to define a game's player.

#PlayerStatus playerStatus; use to define game's player status.

#Gateway gateway1, gateway2; use to define gateway.

#ArrayList<Zombie> zombies; use to keep zombies.

-int movingDelayCounter; use to count if it has suitable value zombie will be moving.

-SouthScreenLogic southScreenLogic; use to linked with south screen logic.

+static boolean spawnZombie; if it's true zombie can be born and increase their speed.

-List<IRenderable> list; keep the list of IRenderable object on north screen.

Constructor:

public NorthScreenLogic(); initialize the value of each field. and add player, player status, gateway1, gateway2 to RenderableHolder.

Method:

-generated getter settle of fields.

-public void update(); update entities. born zombie if spawnZombie is true but it has time delay for 10 second and move zombie every 0.5 second. if it's stage 4 destroyed all entities except player and player status.

**Class LogicGame.SouthScreenLogic**

This class implements from Logic use to calculate events on south screen.

Field:

#OpenGatewayZero openGatewayZero; define minigame gatewayzero.

#GetCoin getCoin; define minigame getcoin.

#Passcode passcode; define minigame passcode.

#WireCut wireCut; define minigame wirecut.

-NorthScreenLogic northScreenLogic; linked with north screen logic.

-boolean startStage; if it's true it's start stage.

-List<IRenderable> list; list that keep IRenderable object on south screen.

Constructor:

public SouthScreenLogic(); set startStafe true and add to list.

Method:

-generated getter settle of fields.

-public void update(); if press escape key game will be pause. when startStage is true it will be new object for each stage and add to RenderableHolder. if it's change stage all entities older stage will be remove. and update all minigame.

**Class minigame.GetCoin**

This class implements from IRenderable use to create a minigame.

Field:

#int xTab, yTab; define tab's position.

#int tabDistance; define tab's distance.

#int direction; define running ball's direction.

#int comboCounter; use to count continuous get coin.

#int disappearCounter; the time that coin is gone and can't get it.

#boolean destroyed; if it's true getCoin with be destroy.

#boolean answer; if you press spacebar in gap it will be true.

#PlayerStatus playerStatus; define player status linked with north screen logic

#RunningBall runningBall; define running ball

#ArrayList<SpacebarGap> gaps; keep all gaps

#ArrayList<Coin> coins; keep all coin

-int spawnDelayCounter; coin born's counter.

Constructor:

public GetCoin(); initialize the value of each field.

Method:

-generated getter settle of fields.

-public boolean enterInGap(SpacebarGap gap); return true if ball is in spacebarGap.

-public void zombieAppear(); set spawnZombie on north screen logic to be true.

-public void update(); update runningBall, gaps, coins. spawn coin and spacebar gap with random position every 1 second. when you press spacebar it's play sound effect if runningBall in the gap you will get coin otherwise zombie will be appear or their speed increase. remove coin and gap if it's enter or destroyed. if you press enter this stage will be pass.

**Class minigame.OpenGatewayZero**

This class implements from IRenderable use to create a minigame.

Field:

#int xTab, yTab; define tab's position.

#int tabDistance; define tab's distance.

#int direction; define running ball's direction.

#int comboCounter; use to count continuous get coin.

#int answerCounter; increase by 1 if answer is true

#boolean destroyed; if it's true getCoin with be destroy.

#boolean answer; if you press spacebar in gap it will be true.

#PlayerStatus playerStatus; define player status linked with north screen logic

#RunningBall runningBall; define running ball

#SpacebarGap gap; keep all gaps

#Coin coins; keep all coin

Constructor:

initialize the value of each field.

Method:

-generated getter settle of fields.

-public void enterSpacebar(); increase answerCounter ans if it's more than or equal three change stage.

-public boolean enterInGap(SpacebarGap gap); return true if ball is in spacebarGap.

-public void zombieAppear(); set spawnZombie on north screen logic to be true.

-public void update(); create new runningBall if it's null. when you press spacebar it's play sound effect if runningBall in the gap it's destroyed otherwise zombie will be appear or their speed increase. update runningBall.

**Class minigame.Passcode**

This class implements from IRenderable use to create a minigame.

Field:

#ArrayList<AlphabetBox> keyBoxs; keep twenty alphabet boxes

#ArrayList<AlphabetBox> passwords; keep four alphabet boxes

#ArrayList<Integer> randPrimaryKey; keep twenty primary key

#int width,height; define width and height of keyBoxs

#int passwordCounter; count the correct password

Constructor:

public Passcode();initialize the value of each field. generate keyBoxs and passwords with random primary key

Method:

-generated getter settle of fields.

-public boolean isInPressAreaX(); return true if x is in area of all keyBoxs's position x.

-public boolean isInPressAreaY(); return true if y is in area of all keyBoxs's position y.

-public boolean isInPressBoxAreaX(); return true if x is in keyBoxs's area x with same primary key.

-public boolean isInPressBoxAreaY(); return true if y is in keyBoxs's area y with same primary key.

-public void zombieAppear(); set spawnZombie on north screen logic to be true.

-public void update(); if password counter more than 3 change stage. if click mouse check it's on area or not, yes increase passwordCounter, not run method zombieAppear().

Class minigame.WireCut

This class implements from IRenderable use to create a minigame.

Field:

#int x, y; wireframe's position

#int width, height; wireframe's size

#int xTab, yTab; define tab's position.

#int tabDistance; define tab's distance.

#int direction; define running ball's direction.

#int randomX; random x position on spacebarTab

#ArrayList<Wire> wires; keep all wire

#RunningBall runningBall; define running ball

#ArrayList<SpacebarGap> gaps; keep all gaps

Constructor:

public WireCut();initialize the value of each field. generate gap and wire with dual primary key.

Method:

-generated getter settle of fields.

-public int randGapX(); random x position on spacebarGap.

-public void zombieAppear(); set spawnZombie on north screen logic to be true.

-public void update(); update runningBall, gaps. when you press spacebar it's play sound effect if runningBall in the gap you will cut wire otherwise zombie will be appear or their speed increase. remove wire and gap if it's enter or destroyed. if all wires are cut change stage.

-public boolean enterInGap(SpacebarGap gap); return true if ball is in spacebarGap.