

Tutorial.Java

Method: public Tutorial()

Description: The constructor of the class

SpeedBonus.Java which extends Bonus

Method: SpeedBonus

Description: It gives speed bonus to a player.

Paramaters: int x, int y, Image image, int amount, int width, int height

Method: public Bonus()

Description: Overrides bonus method

Paramaters: Pacman p

ScoreBonus.Java which extends Bonus

Method: public ScoreBonus()

Description: It gives score bonus to a player.

Paramaters: int x, int y, Image image, int amount, int width, int height

Method: public Bonus()

Description: Overrides bonus method.

Paramaters: Pacman p.

Patrol.Java which extends MovingObject

Method: public Patrol()

Description: The constructor of the patrol

Paramaters: int x, int y, int speed, Image image, boolean isFollow, int width, int height

Method: public boolean isFollowPatrol()

Description: Returns if it is follow patrol.

Paramaters:

Method: public void returnInitialSpeed()

Description: Sets the speed to initial speed.

Paramaters:None

Method: public void move()

Description: It helps the movement the objects.

Paramaters: None

Method: private boolean isMovementBlocked()

Description: It decides whether able to move or not.

Paramaters: None

Pacman.Java which extends moving object

Method: public Pacman()

Description: Initalize the pacman

Paramaters: (int x, int y, int speed, Image image, int playerNumber, int width, int height)

Method: public boolean bomb()

Description: The player plants a bomb.

Paramaters: None

Method: public boolean bombNearEnemy()

Description: The player plant a bomb near his enemy.

Paramaters: None

Method: public void resetLocation()

Description: The game starting points.

Paramaters: None

Method: public boolean isFinished()

Description: Checks whether finished or not.

MovingObject.J extends GameObject

Method: public void move(int direction)

Description: It move the objects.

MainMenu.Java extends JPanel

Method: public MainMenu(Console cn)

Description: It is constructor of the class and calls the required methods to draw menu.

LifeBonus.Java extends Bonus

Method: public LifeBonus(int x, int y, Image image, int amount, int width, int height)

Description: Constructor for the class.

Method: public void bonus(Pacman p)

Description: Overwrites the bonus method.

Leaderboard.Java extends JPanel

Method: Leaderboard(Console cn)

Description: Constructor for the leaderboard.

Lamp.Java extends GameObject

Method: public Lamp(int x, int y, Image image, int width, int height, int radius)

Description: Constructor of the lamb class.

GameObject.Java

Method: public GameObject(int x, int y, Image image, int width, int height)

Description: Constructor for the game object class.

FileManager.Java

Method: public static void changeNames(ArrayList<String> listX)

Description: It changes the name according to listX which is updated list.

Method: public static void changeScores(ArrayList<Integer> listX)

Description: It changes the scores according to listX which is updated list.

Console.Java which extends JFrame

Method: public void selectOpt(int panel, int level)

Description: It decides which option is selected.

Bonus.Java extends GameObject

Method: public Bonus(int x, int y, Image image, int amount, int width, int height)

Description: Constructor for the bonus.

Bomb.Java extends GameObject

Method: public Bomb(int x, int y, long time, Image image, long duration, int width, int height, Pacman owner)

Description: Constructor for the bomb class.

Method: public boolean isAvailableToExplosion(long time)

Description: Checks the bomb is available to explode or not.

Method: public void explode()

Description: Explodes the bomb.

Method: public boolean isInAnimationPhase(long currentTime, int animationDuration)

Description: Decides the animation phase of the bomb.

BoardUI.Java extends JPanel

Method: public BoardUI(Board board)

Description: Constructor for the Boar UI.

Method: public void filter(Graphics x)

Description: It gets the needed filters.

Method: public void initSounds(AudioInputStream[] list)

Description: Initialize the song.

Method: public void startSong(AudioInputStream in)

Description: Starts the playing song.

Method: private void doPanelDrawing(Graphics g)

Description: Draws the panel.

Method: private void doObjectsDrawing(Graphics g)

Description: Draws the objects.

Method: private void doMazeDrawing(Graphics g)

Description: Draws the maze according to maze file.

Board.Java which extends JPanel implements ActionListener

Method: public JPanel getGamePanel()

Description: Gets the Game Play Panel from the BoardUI

Method: initBoard

Description: All Board details are initialized

Parameters: int numberOfPlayers, int level, Console root, boolean isRestart

Method: private ArrayList<Pacman> initPlayers()

Description: Puts the Player objects into an ArrayList

Method: private ArrayList<Patrol> initPatrols()

Description: Puts the Patrol objects into an ArrayList

Method: private void initImages()

Description: Gets the images from the File Manager

Method: public void stopMusic()

Description: Stops the music when the game is finished

Method: public ArrayList<GameObject> getObjects()

Description: Puts the Game objects in an ArrayList

Method: private boolean moveCollide(MovingObject obj, int direction)

Description: Check the collision of the Pacman and Patrols to the maze borders

Parameters: MovingObject, int

Method: private void placeBomb(int pacmanIndex, boolean ownSide)

Description: Placing the Bomb at the given position and side

Parameters: int pacmanIndex, Boolean ownSide

Method: private boolean patrolCollasion(Pacman player, Patrol patrol)

Description: Check if the Pacman collides to the Patrol, respawn and decrease life if true

Parameters: Pacman player, Patrol patrol

Method: private void bombCollasion(Bomb bomb)

Description: Checks if the bomb has collided any GameObject

Parameters: Bomb bomb

Method: private void updateBombs()

Description: Checks if the explosion time is reached or not

Parameters:

Method: private void updatePatrols()

Description: Checks the position of the patrols compared to bombs and Pacman

Method: private void updatePlayer()

Description: Checks the position of the Pacman compared to bombs and patrols

Method: private void updateBonuses()

Description: Checks if there is the time yet to spawn a bomb. Also removes them if the bonus is not reached by the Pacman.

Method: private void updateResults()

Description: Checks if the game is finished

Method: public void endGame(boolean successfulFinish, Pacman player)

Description: Method to end the game

Method: private void saveScore()

Description: Saves the high scores if eligible

Method: public void pause(boolean stat)

Description: Pauses the game

Method: public void restart()

Description: Restarts the game from the beginning

Method: public void gotoMain()

Description: Takes you back to the main menu