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| Class: GameBoard | |
| checkPressTop() | # Checks user input for the top player and changes the direction of ship to the user’s arrow key or fires a projectile if the user presses “f” |
| checkPressBot() | # Checks user input for the bottom player and changes the direction of ship to the user’s arrow key or fires a projectile if the user presses “f” |
| topFinishFire() | # Informs the program that the projectile has been fired and disables the trigger for the top user |
| botFinishFire() | # Informs the program that the projectile has been fired and disables the trigger for the bottom user |
| getTopHeadLoc() | # Gets the coordinate location of the top ship’s head to determine where to place projectile on fire |
| getBotHeadLoc() | # Gets the coordinate location of the bottom ship’s head to determine where to place projectile on fire |

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| Class: TopShip | |
| setNewDirection() | # Sets the current direction of the ship left or right |
| moveShip() | # Moves all the pixels representing the ship in the direction specified |
| checkBounds() | # Ensures that the ship does not move outside of the game area |
| getTopHeadLoc() | # Passes the location of the ship’s head to the parent function/hook |

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| Class: BottomShip | |
| setNewDirection() | # Sets the current direction of the ship left or right |
| moveShip() | # Moves all the pixels representing the ship in the direction specified |
| checkBounds() | # Ensures that the ship does not move outside of the game area |
| getBotHeadLoc() | # Passes the location of the ship’s head to the parent function/hook |

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| Class: TopMissile | |
| checkFire() | # Checks to see if the user has initiated fire |
| moveMissile() | # moves the missile down from the location of the ship’s head |
| topFinishFire() | # Call to the parent hook to disable the firing trigger |
| setMLocation() | # Sets the initial location of the missile to the ship’s head |
| checkEndFire() | # Checks the condition for ending the fire, such as the missile surpassing the game bounds or the missile hitting an object |

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| Class: BotMissile | |
| checkFire() | # Checks to see if the user has initiated fire |
| moveMissile() | # moves the missile up from the location of the ship’s head |
| topFinishFire() | # Call to the parent hook to disable the firing trigger |
| setMLocation() | # Sets the initial location of the missile to the ship’s head |
| checkEndFire() | # Checks the condition for ending the fire, such as the missile surpassing the game bounds or the missile hitting an object |

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| Class: HomePage | |
| createNewGame() | # Creates a new game and generates an ID |
| joinExistingGame() | # Directs user to enter a code to join an already created game |

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| Class: WaitRoomPage | |
| startGame() | # Starts a new game when two players have connected |
| closeConnection() | # Closes the connection while 2 players are participating in the game |

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| Class: GameEndPage | |
| newGame() | # Gives the users the option to play again |
| generateResults() | # Displays the winner of the previous game |
| backHome() | # Returns the user to the home page |

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| Class: UseKey() | |
| onDown() | # Returns pressed(true) if user is pressing a key |
| onUp() | # Returns pressed(false) if user releases the key |