

Class TelaJogo.Flyme

java.lang.Object[Ⓔ]
ObjetoColidivel
TelaJogo.Inimigo
TelaJogo.Flyme

Enclosing class:

TelaJogo

```
private class TelaJogo.Flyme
extends TelaJogo.Inimigo
```

Classe para o Flyme, basicamente um slime que voa

Version:

1.0

Author:

Arthur dos Santos Rezende

Nested Class Summary

Nested classes/interfaces inherited from class TelaJogo.Inimigo

TelaJogo.Inimigo.CampoDeVisao

Nested classes/interfaces inherited from class ObjetoColidivel

ObjetoColidivel.CollisionLayer

Field Summary

Fields inherited from class TelaJogo.Inimigo

hp, isAlive, isFlying, tamanho, ultimaDirecao, velocidade

Fields inherited from class ObjetoColidivel

altura, cor, curImage, largura, layer, x, y

Constructor Summary

Constructors	
Constructor	Description
Flyme(int x, int y, Direction dirInicial)	Construtor da classe Flyme

Method Summary

All Methods	Instance Methods	Concrete Methods
Modifier and Type	Method	Description
void	<code>atacar()</code>	Faz com que o flyme se mova de um lado para o outro
Methods inherited from class <code>TelaJogo.Inimigo</code>		
	<code>takeDamage</code>	
Methods inherited from class <code>ObjetoColidivel</code>		
	<code>colideCom</code> , <code>foraDaTela</code> , <code>getAltura</code> , <code>getCor</code> , <code>getImage</code> , <code>getLargura</code> , <code>getLayer</code> , <code>getX</code> , <code>getY</code> , <code>setImage</code> , <code>setX</code> , <code>setY</code> , <code>shouldCollideWith</code>	
Methods inherited from class <code>java.lang.Object</code>		
	<code>clone</code> , <code>equals</code> , <code>finalize</code> , <code>getClass</code> , <code>hashCode</code> , <code>notify</code> , <code>notifyAll</code> , <code>toString</code> , <code>wait</code> , <code>wait</code> , <code>wait</code>	

Constructor Details

Flyme
<pre>public Flyme(int x, int y, Direction dirInicial)</pre>
Construtor da classe Flyme
Parameters:
x - Posição x
y - Posição y
dirInicial - Direção inicial

Method Details

atacar
<pre>public void atacar()</pre>
Faz com que o flyme se mova de um lado para o outro
Specified by:
<code>atacar</code> in class <code>TelaJogo.Inimigo</code>