Class TelaBoss.GigaSlime

java.lang.Object⬈
    ObjetoColidivel
        TelaBoss.Boss
            TelaBoss.GigaSlime

Enclosing class:

TelaBoss

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private class **TelaBoss.GigaSlime**
extends TelaBoss.Boss

Classe para o Giga Slime, o boss do primeiro mundo

Version:

1.0

Author:

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Nested Class Summary

Nested classes/interfaces inherited from class *ObjetoColidivel*

ObjetoColidivel.CollisionLayer

Field Summary

Fields

Modifier and Type	Field	Description
private **Projetil**	**lancaChamas**	O fogo do Giga Slime

Fields inherited from class **TelaBoss.Boss**

alerta, caminho, hp, isAlive, isAttacking, maxHp, nome, tamanho, timer, triggered

Fields inherited from class **ObjetoColidivel**

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

Constructor Summary

Constructors

Constructor	Description
GigaSlime()	Construtor da classe GigaSlime

Method Summary

Modifier and Type	Method	Description
void	atacar()	Gerencia o comportamento do Giga Slime

Methods inherited from class TelaBoss.Boss

takeDamage

Methods inherited from class ObjetoColidivel

colideCom, foraDaTela, getAltura, getCor, getImage, getLargura, getLayer, getX, getY, setImage, setX, setY, shouldCollideWith

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Details

lancaChamas

private Projetil lancaChamas

O fogo do Giga Slime

Constructor Details

GigaSlime

public GigaSlime()

Construtor da classe GigaSlime

Method Details

atacar

public void atacar()

Gerencia o comportamento do Giga Slime

Durante a luta, o Giga Slime irá periodicamente soltar um bafo de fogo que dura 2 segundos e cobre a maioria da dungeon. Para desviar, o jogador deve se esconder em um dos buracos nas paredes da dungeon.

Specified by:

atacar in class `TelaBoss.Boss`