## **Constant Field Values**

#### **Contents**

Unnamed Package

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## ObjetoColidivel

Modifier and Type	Constant Field	Value
private static final int	ALTURA_TELA	750
private static final int	LARGURA_TELA	1300

### Player

Modifier and Type	Constant Field	Value
private static final long	PAIN_DURATION	2000L
private static final int	PLAYER_SPEED	4

#### Projetil

Modifier and Type	Constant Field	Value
private static final int	VELOCIDADE_PROJETIL	5

#### TelaBase

Modifier and Type	Constant Field	Value
protected static final int	ALTURA_TELA	750
protected static final int	INTERVALO	10
protected static final int	LARGURA_TELA	1300
protected static final <b>String</b>	NOME_FONTE	"Papyrus"
protected static final int	TAMANHO_BLOCO	50

# TelaBoss

Modifier and Type Cons	stant Field V	/alue	
private static final long INTE	ERVALO_TIRO 3	300L	

#### Telalnicio

Modifier and Type	Constant Field	Value
private final <b>String</b> <sup>™</sup>	SECRET_CODE	"cappuccino"

## TelaJogo

Modifier and Type	Constant Field	Value
private static final long	INTERVALO_TIRO	300L