

- mapObjects: List <list<mapobject>></list<mapobject>
- levels: List <string></string>
- times: List <integer></integer>
- currentLevel: int
- bombs: List <bomb></bomb>
- enemies: List <enemy></enemy>
- app: PApplet
- wall: Plmage
- empty: Plmage
- broken: Plmage
- goal: Plmage
- goalX: int
- goalY: int
- playerX: int
- playerY: int
- playerLives: int
- redEnemiesLoc: HashMap <integer, list<integer="">></integer,>
- yellowEnemiesLoc: HashMap <integer, list<integer="">></integer,>
- playerWin: boolean
- playerContinue: boolean
+ readConfig(path: String): void
+ setMap(path: String, time: int): void
+ generateEnemies(): void
+ changeLevel(level: int): void
+ reset(player: BombGuy): void
+ clear(): void
+ checkClearDestroyed(mapObjects: List <list<mapobject>>, empty: PImage): void</list<mapobject>
+ getMapObjectByLoc(x: int, y: int): MapObject
+ gameOver(): void
+ gameWin(): void
+ tick(player: BombGuy): void
+ getLevels(): List <string></string>
+ getTimes(): List <integer></integer>
+ getPlayerLocX(): int
+ getPlayerLocY(): int
+ getPlayerLives(): int
+ getRedEnemyAmount(): int
+ getYellowEnemyAmount(): int
+ getEnemyLocX(enemyNum: int, yellow: boolean): int
+ getEnemyLocY(enemyNum: int, yellow: boolean): int
+ getEnemies(): List <enemy></enemy>
+ getGoalX(): int
+ getGoalY(): int
+ getTime(): int
+ getBombs(): List <bomb></bomb>
+ getPlayerContinue(): boolean
+ getCurrentLevel(): int
+ setPlayerWin(win: boolean): void
+ placeBomb(player: BombGuy): void
+ draw(app: PApplet): void

MapObject - x: int - y: int - sprite: Plmage - destroyed: boolean - destructible: boolean - accessible: boolean + destroy(): void + getDestroyed(): boolean + getAccessible(): boolean + getDestructible(): boolean + getX(): int + getY(): int + changeSprite(sprite: Plmage): void + draw(app: PApplet): void Bomb - exploding: boolean - exploded: boolean bomb: List<Plmage> - explosionCenter: PImage - explosionV: PImage - explosionH: Plmage currentSprite: Plmage - nextVU: boolean - nextVD: boolean - nextHR: boolean - nextHL: boolean

- x: int

- y: int

- tickTimer: int

+ getExploded(): boolean

+ setSprite(sprite: Plmage): void

+ tick(player: BombGuy, enemies: List<Enemy>): void

+ checkCollisionWithCharacter(x: int, y: int, player: BombGuy, enemies: List<Enemy>): void

+ draw(app: PApplet, map: Map, player: BombGuy, enemies: List<Enemy>): void

+ getX(): int

+ getY(): int