UML Class Diagram | Tank Stars

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MainMenu

-music: boolean

+startNewGame(): void
+startSavedGame(savedGame: Main): void
+loadInstructions(): void
+showSettings(): void
+exitGame(): void
+getMusic(): boolean
+setMusic(newState: boolean): boolean

Tank Stars

-p1_Health: int
-p2_Health: int
-p1_Location: int[2]
-p2_Location: int[2]
-terrain: ArrayList<Integer>

**<<interface>>
serializable**

**<<interface>>
screen**

SettingsMenu

+toggleMusic(): boolean

Main

-p1_Health: int
-p2_Health: int
-p1_Location: int[2]
-p2_Location: int[2]
-terrain: ArrayList<Integer>

+Main()
+Main(saveGame: Main)
+start(): void
+stop(): void
+play(): void
+pause(): void

+getP1Health(): int
-setP1Health(newHealth: int): int
+getP2Health(): int
-setP2Health(newHealth: int): int
+getP1Location(): int[2]
-setP1Location(newLocation: int[2]): int
+getP1Location(): int[2]
-setP2Location(newLocation: int[2]): int
+getTerrain(x: int): int
-setTerrain(x: int): int

PauseMenu

+resume()
+saveState()
+reset()
+endGame()

Player

-health: int
-power: int
-angle: double
-tankID: int
-hasCollided: boolean
-fuel: int

+Player(health: int, power: int, angle: double)
+Main(saveGame: Main)
+start(): void
+stop(): void
+play(): void
+pause(): void

+getP1Health(): int
+setP1Health(newHealth: int): int
+getP2Health(): int
+setP2Health(newHealth: int): int
+getP1Location(): int[2]
+setP1Location(newLocation: int[2]): int
+getP1Location(): int[2]
+setP2Location(newLocation: int[2]): int
+getTerrain(x: int): int
+setTerrain(x: int): int
+getHasCollided(): boolean
+setHasCollided(): boolean
+getFuel(): int
+setFuel(): int

+moveLeft(): void
+moveRight(): void
+shoot(): void

GameOverMenu

+gameOverview(game: Main): void
+rematch(): void
+exitToMainMenu(): void

SavesMenu

-saves: ArrayList<Main>

+getSaves(): ArrayList<Main>
+addSave(gameState: Main): int
+deleteSave(gameState: Main): int

InvalidGameStateException   <<throws>>

IOException   <<throws>>

ClassNotFoundException   <<throws>>

Controller

+setPosition(pos: arr[2]): int
+getPosition(): int[2]
+setAngle(angle: double): int
+getAngle(): double

java.lang.except