

Player Class diagam V1.0

Player

- position : vector2d

- health: int

- inventory : ArrayList<Object>

- attackDamage : int

- stunCounter : int

+ getPosition(): vector2d

+ changePosition(vector2d) : void

+ getHealth(): int

+ damage(int) : void

+ getAttackDamage(): int

+ getInventory() : ArrayList

+ addItem(Object) : void

+ getItem(int) : Object

+ removeItem(int) : void

+ attack(Grunt): void

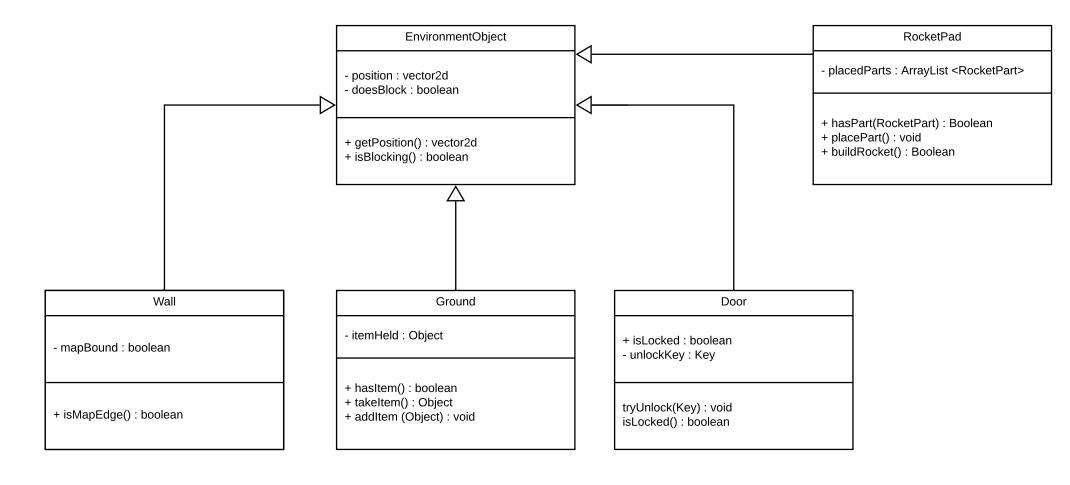
+ isStunned() : boolean

+ addStunTime(int) : int

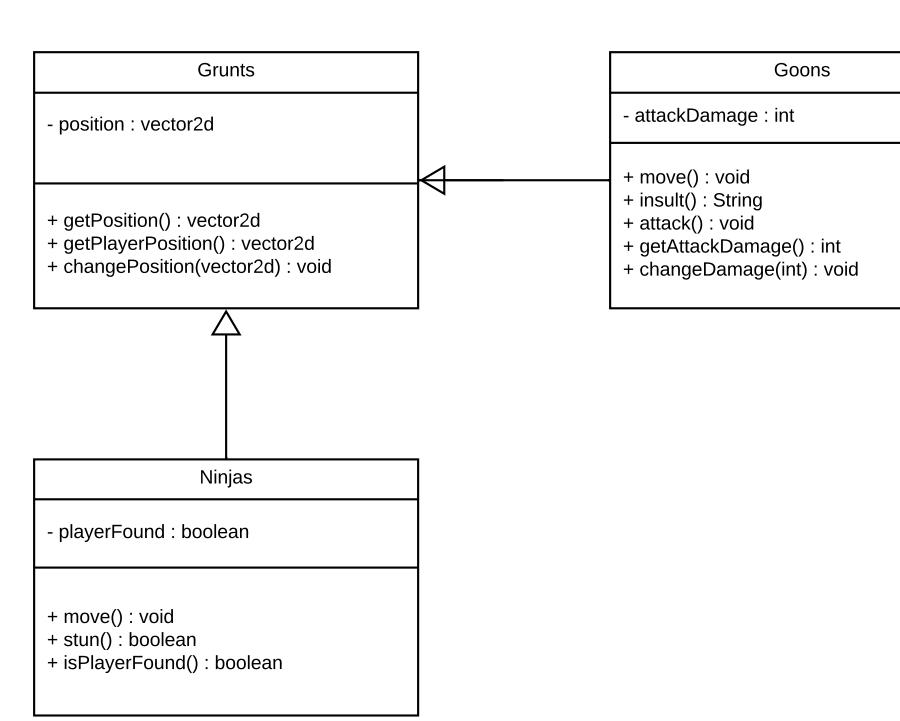
Neutral NPC Class Diagam V1.0

- position : vector2d + getPosition(): vector2d + talk(): void + givePlans(): void + moveRandom(): void + changePosition(vector2d): void

Environment Object Class Diagam V1.0



Grunts Class Diagam V1.0



Miniboss Class Diagam V1.0

Miniboss

- health: int
- attackDamage : int

- + attack(Player) : void
- + getHealth(): int
- + getAttackDamage(): int
- + changeHealth(int newHealth): void
- dropRocketEngine() : Part

Body

