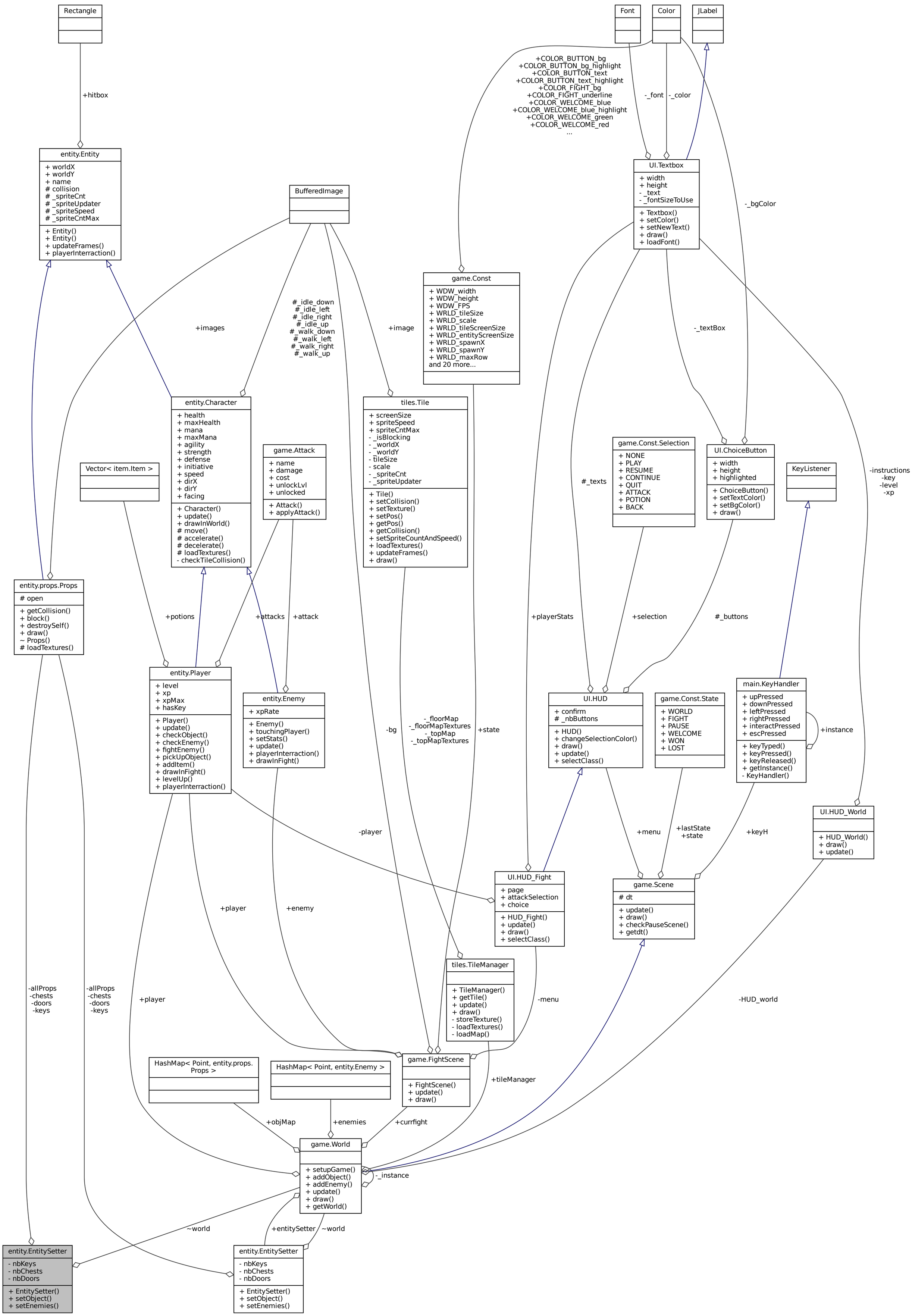
Rectangle
+hitbox
entity.Entity
+ worldX
+ worldY
+ name
# collision
# _spriteCnt
# _spriteUpdater
# _spriteSpeed
# _spriteCntMax
+ Entity()
+ Entity()
+ updateFrames()
+ playerInterraction()
BufferedImage
+images
#_idle_down
#_idle_left
#_idle_right
#_idle_up
#_walk_down
#_walk_left
#_walk_right
#_walk_up
+image
game.Const
+ WDW_width
+ WDW_height
+ WDW_FPS
+ WRLD_tileSize
+ WRLD_scale
+ WRLD_tileScreenSize
+ WRLD_entityScreenSize
+ WRLD_spawnX
+ WRLD_spawnY
+ WRLD_maxRow
and 20 more...
Font
Color
JLabel
+COLOR_BUTTON_bg
+COLOR_BUTTON_bg_highlight
+COLOR_BUTTON_text
+COLOR_BUTTON_text_highlight
+COLOR_FIGHT_bg
+COLOR_FIGHT_underline
+COLOR_WELCOME_blue
+COLOR_WELCOME_blue_highlight
+COLOR_WELCOME_green
+COLOR_WELCOME_red
...
-_font
-_color
UI.Textbox
+ width
+ height
- _text
- _fontSizeToUse
+ Textbox()
+ setColor()
+ setNewText()
+ draw()
+ loadFont()
-_bgColor
-_textBox
entity.Character
+ health
+ maxHealth
+ mana
+ maxMana
+ agility
+ strength
+ defense
+ initiative
+ speed
+ dirX
+ dirY
+ facing
+ Character()
+ update()
+ drawInWorld()
# move()
# accelerate()
# decelerate()
# loadTextures()
- checkTileCollision()
game.Attack
+ name
+ damage
+ cost
+ unlockLvl
+ unlocked
+ Attack()
+ applyAttack()
tiles.Tile
+ screenSize
+ spriteSpeed
+ spriteCntMax
- _isBlocking
- _worldX
- _worldY
- tileSize
- scale
- _spriteCnt
- _spriteUpdater
+ Tile()
+ setCollision()
+ setTexture()
+ setPos()
+ getPos()
+ getCollision()
+ setSpriteCountAndSpeed()
+ loadTextures()
+ updateFrames()
+ draw()
Vector< item.Item >
game.Const.Selection
+ NONE
+ PLAY
+ RESUME
+ CONTINUE
+ QUIT
+ ATTACK
+ POTION
+ BACK
UI.ChoiceButton
+ width
+ height
+ highlighted
+ ChoiceButton()
+ setTextColor()
+ setBgColor()
+ draw()
KeyListener
-instructions
-key
-level
-xp
#_texts
entity.props.Props
open
+ getCollision()
+ block()
+ destroySelf()
+ draw()
~ Props()
# loadTextures()
+potions
+attacks
+attack
+playerStats
+selection
#_buttons
entity.Player
+ level
+ xp
+ xpMax
+ hasKey
+ Player()
+ update()
+ checkObject()
+ checkEnemy()
+ fightEnemy()
+ pickUpObject()
+ addItem()
+ drawInFight()
+ levelUp()
+ playerInterraction()
entity.Enemy
+ xpRate
+ Enemy()
+ touchingPlayer()
+ setStats()
+ update()
+ playerInterraction()
+ drawInFight()
-bg
-_floorMap
-_floorMapTextures
-_topMap
-_topMapTextures
+state
UI.HUD
+ confirm
# _nbButtons
+ HUD()
+ changeSelectionColor()
+ draw()
+ update()
+ selectClass()
game.Const.State
+ WORLD
+ FIGHT
+ PAUSE
+ WELCOME
+ WON
+ LOST
main.KeyHandler
+ upPressed
+ downPressed
+ leftPressed
+ rightPressed
+ interactPressed
+ escPressed
+ keyTyped()
+ keyPressed()
+ keyReleased()
+ getInstance()
- KeyHandler()
+instance
UI.HUD_World
+ HUD_World()
+ draw()
+ update()
-player
+menu
+lastState
+state
+keyH
UI.HUD_Fight
+ page
+ attackSelection
+ choice
+ HUD_Fight()
+ update()
+ draw()
+ selectClass()
game.Scene
dt
+ update()
+ draw()
+ checkPauseScene()
+ getdt()
+player
+enemy
tiles.TileManager
+ TileManager()
+ getTile()
+ update()
+ draw()
- storeTexture()
- loadTextures()
- loadMap()
-allProps
-chests
-doors
-keys
-allProps
-chests
-doors
-keys
+player
-menu
-HUD_world
HashMap< Point, entity.props.Props >
HashMap< Point, entity.Enemy >
game.FightScene
+ FightScene()
+ update()
+ draw()
+tileManager
+objMap
+enemies
+currfight
game.World
+ setupGame()
+ addObject()
+ addEnemy()
+ update()
+ draw()
+ getWorld()
-_instance
~world
+entitySetter
~world
entity.EntitySetter
- nbKeys
- nbChests
- nbDoors
+ EntitySetter()
+ setObject()
+ setEnemies()
entity.EntitySetter
- nbKeys
- nbChests
- nbDoors
+ EntitySetter()
+ setObject()
+ setEnemies()