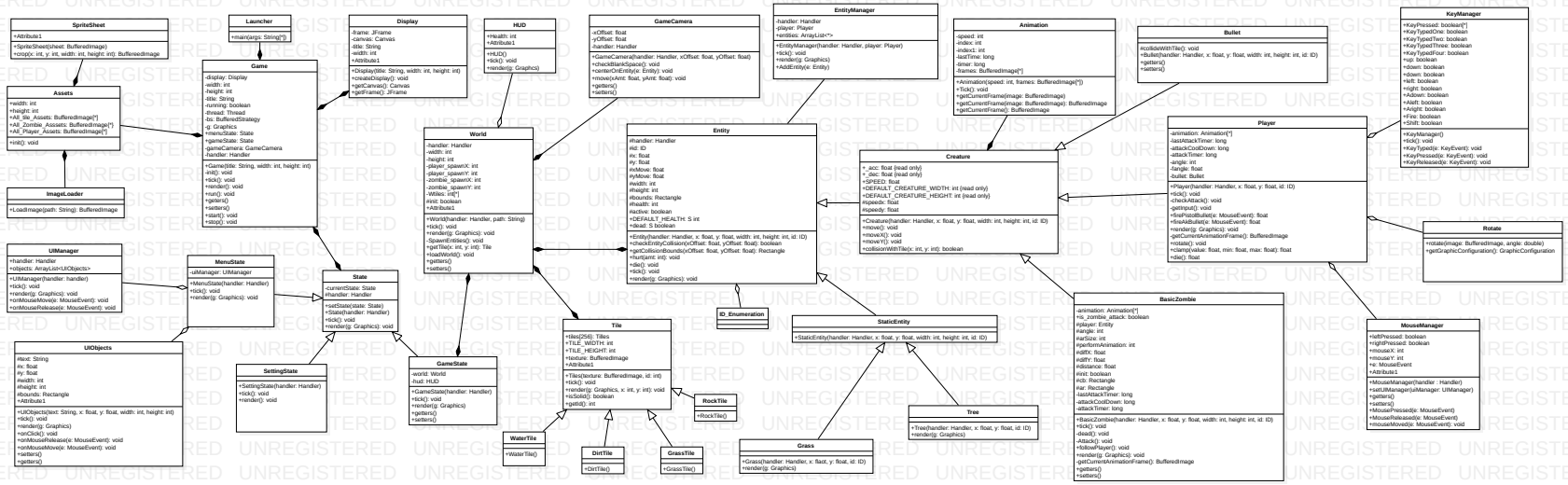
Model::Main


SpriteSheet
+Attribute1
+SpriteSheet(sheet: BufferedImage)
+crop(x: int, y: int, width: int, height: int): BufferedImage
Assets
+width: int
+height: int
+All_tile_Assets: BufferedImage[*]
+All_Zombie_Assets: BufferedImage[*]
+All_Player_Assets: BufferedImage[*]
+init(): void
ImageLoader
+LoadImage(path: String): BufferedImage
Launcher
+main(args: String[*])
Game
-display: Display
-width: int
-height: int
-title: String
-running: boolean
-thread: Thread
-bs: BufferedStrategy
-g: Graphics
-menuState: State
+gameState: State
-gameCamera: GameCamera
-handler: Handler
+Game(title: String, width: int, height: int)
-init(): void
+tick(): void
-render(): void
+run(): void
+getw()
+setw()
+start(): void
+stop(): void
Display
-frame: JFrame
-canvas: Canvas
-title: String
-width: int
+Attribute1
+Display(title: String, width: int, height: int)
+createDisplay(): void
+getCanvas(): Canvas
+getFrame(): JFrame
HUD
+Health: int
+Attribute1
+HUD()
+tick(): void
+render(g: Graphics)
GameCamera
-xOffset: float
-yOffset: float
-handler: Handler
+GameCamera(handler: Handler, xOffset: float, yOffset: float)
+checkBlankSpace(): void
+centerOnEntity(e: Entity): void
+move(xAmt: float, yAmt: float): void
+getters()
+setters()
EntityManager
-handler: Handler
-player: Player
+entities: ArrayList<*>
+EntityManager(handler: Handler, player: Player)
+tick(): void
+render(g: Graphics)
+AddEntity(e: Entity)
Animation
-speed: int
-index: int
-index1: int
-lastTime: long
-timer: long
-frames: BufferedImage[*]
+Animation(speed: int, frames: BufferedImage[*])
+Tick(): void
-getCurrentFrame(image: BufferedImage)
-getCurrentFrame(image: BufferedImage): BufferedImage
-getCurrentFrame(): BufferedImage
Bullet
#collideWithTile(): void
+Bullet(handler: Handler, x: float, y: float, width: int, height: int, id: ID)
+getters()
+setters()
KeyManager
+KeyPressed: boolean[*]
+KeyTypedOne: boolean
+KeyTypedTwo: boolean
+KeyTypedThree: boolean
+KeyTypedFour: boolean
-left: boolean
+down: boolean
+down: boolean
+left: boolean
+right: boolean
+Aldown: boolean
+Aleft: boolean
+Aright: boolean
+Fire: boolean
+Shift: boolean
+KeyManager()
+tick(): void
+KeyTyped(e: KeyEvent): void
+KeyPressed(e: KeyEvent): void
+KeyReleased(e: KeyEvent): void
World
-handler: Handler
-width: int
-height: int
-player_spawnX: int
-player_spawnY: int
-zombie_spawnX: int
-zombie_spawnY: int
-Wtiles: int[*]
#init: boolean
+Attribute1
+World(handler: Handler, path: String)
+tick(): void
+render(g: Graphics): void
-SpawnEntities(): void
+getTile(x: int, y: int): Tile
-loadWorld(): void
+getters()
+setters()
Entity
#handler: Handler
#id: ID
#x: float
#y: float
#xMove: float
#yMove: float
#width: int
#height: int
#bounds: Rectangle
#health: int
#active: boolean
+DEFAULT_HEALTH: S int
+dead: S boolean
+Entity(handler: Handler, x: float, y: float, width: int, height: int, id: ID)
+checkEntityCollision(xOffset: float, yOffset: float): Rectangle
+getCollisionBounds(xOffset: float, yOffset: float): Rectangle
+hurt(amt: int): void
+die(): void
+tick(): void
+render(g: Graphics): void
Creature
+_acc: float {read only}
+_dec: float {read only}
+SPEED: float
+DEFAULT_CREATURE_WIDTH: int {read only}
+DEFAULT_CREATURE_HEIGHT: int {read only}
+speed: float
+speedy: float
+Creature(handler: Handler, x: float, y: float, width: int, height: int, id: ID)
+move(): void
+moveX(): void
+moveY(): void
+collisionWithTile(x: int, y: int): boolean
Player
-animation: Animation[*]
-lastAttackTimer: long
-attackCoolDown: long
-attackTimer: long
-angle: int
-langle: float
-bullet: Bullet
+Player(handler: Handler, x: float, y: float, id: ID)
+tick(): void
-checkAttack(): void
-getInput(): void
+fireFloodBullet(e: MouseEvent): float
+fireAidBullet(e: MouseEvent): float
+render(g: Graphics): void
-getCurrentAnimationFrame(): BufferedImage
+rotate(): void
+clamp(value: float, min: float, max: float): float
+die(): float
Rotate
+rotate(image: BufferedImage, angle: double)
+getGraphicConfiguration(): GraphicConfiguration
UIManager
+handler: Handler
+objects: ArrayList<UIObjects>
+UIManager(handler: handler)
+tick(): void
+render(g: Graphics): void
+onMouseMove(e: MouseEvent): void
+onMouseRelease(e: MouseEvent): void
MenuState
-uiManager: UIManager
+MenuState(handler: Handler)
+tick(): void
+render(g: Graphics): void
State
-currentState: State
-handler: Handler
+setState(state: State)
+State(handler: Handler)
+tick(): void
+render(g: Graphics): void
UIObjects
#text: String
#x: float
#y: float
#width: int
#height: int
#bounds: Rectangle
+Attribute1
+UIObjects(text: String, x: float, y: float, width: int, height: int)
+tick(): void
+render(g: Graphics)
+onClick(): void
+onMouseRelease(e: MouseEvent): void
+onMouseMove(e: MouseEvent): void
+setters()
+getters()
SettingState
+SettingState(handler: Handler)
+tick(): void
+render(): void
GameState
-world: World
-hud: HUD
+GameState(handler: Handler)
+tick(): void
+render(g: Graphics)
+getters()
+setters()
Tile
+tiles[256]: Tiles
+TILE_WIDTH: int
+TILE_HEIGHT: int
+texture: BufferedImage
+Attribute1
+Tiles(texture: BufferedImage, id: int)
+tick(): void
+render(g: Graphics, x: int, y: int): void
+isSolid(): boolean
+getId(): int
ID_Enumeration
RockTile
+RockTile()
WaterTile
+WaterTile()
DirtTile
+DirtTile()
GrassTile
+GrassTile()
StaticEntity
+StaticEntity(handler: Handler, x: float, y: float, width: int, height: int, id: ID)
Tree
+Tree(handler: Handler, x: float, y: float, id: ID)
+render(g: Graphics)
Grass
+Grass(handler: Handler, x: float, y: float, id: ID)
+render(g: Graphics)
BasicZombie
-animation: Animation[*]
+is_zombie: attack: boolean
#player: Entity
#angle: int
#aaSize: int
#performAnimation: int
#diffX: float
#diffY: float
#distance: float
#int: boolean
#cb: Rectangle
#ab: Rectangle
-lastAttackTimer: long
-attackCoolDown: long
-attackTimer: long
+BasicZombie(handler: Handler, x: float, y: float, width: int, height: int, id: ID)
+tick(): void
-dead(): void
-Attack(): void
+followPlayer(): void
+render(g: Graphics): void
-getCurrentAnimationFrame(): BufferedImage
+getters()
+setters()
MouseManager
+leftPressed: boolean
+rightPressed: boolean
+mouseX: int
+mouseY: int
+e: MouseEvent
+Attribute1
+MouseManager(handler : Handler)
+setUIManager(uiManager: UIManager)
+getters()
+setters()
+MousePressed(e: MouseEvent)
+MouseReleased(e: MouseEvent)
+mouseMoved(e: MouseEvent): void