1.Package application

1.1 Class Main

1.1.1 Method

|  |  |
| --- | --- |
| void main(String[] args) | An entry point of the application |
| void start(Stage primaryStage) | The main entry point for the JavaFX applications |

2.Package drawing

2.1 Class GameCanvas extends Canvas

2.1.1 Field

|  |  |
| --- | --- |
| GraphicsContext gc |  |

2.1.2 Method

|  |  |
| --- | --- |
| GameCanvas() |  |
| Void addListerner() |  |
| Void paintComponent(String) |  |

2.2 Class GameScreen

2.2.1 Method

|  |  |
| --- | --- |
| GameScreen(double,double) |  |
| Void addListerner() |  |
| Void paintComponent() |  |

3.Pakage game

3.1 Class EndGame

3.1.1 Field

|  |  |
| --- | --- |
| GraphicsContext gc |  |

3.1.2 Method

|  |  |
| --- | --- |
| EndGame() |  |

3.2 Class GameMain

3.2.1 Field

|  |  |
| --- | --- |
| GameCanvas canvas |  |
| Gamelogic logic |  |

3.2.2 Method

|  |  |
| --- | --- |
| GameMainn() |  |
| Void newGame() |  |

3.3 Class WinnerGame

3.3.1 Field

|  |  |
| --- | --- |
| GraphicsContext gc |  |

3.3.2 Method

|  |  |
| --- | --- |
| WinnerGame() |  |

4.Package input

4.1 Class InputUtility

4.1.1 Field

|  |  |
| --- | --- |
| ArrayList<KeyCode> keyPressed |  |

4.1.2 Method

|  |  |
| --- | --- |
| InputUtility() |  |
| Boolean getKeyPressed(KeyCode keyCode) |  |
| void setKeyPressed(KeyCode keycode,boolean pressed) |  |

5.Package logic

5.1 Class Barrier

5.1.1 Field

|  |  |
| --- | --- |
| Boss boss |  |
| Int tick |  |

5.1.2 Method

|  |  |
| --- | --- |
| Barrier(Boss boss) |  |
| Void update() |  |
| Void draw(GraphicsContext gc) |  |

5.2 Class Bomb

5.2.1 Field

|  |  |
| --- | --- |
| Int tick |  |
| Int lastTick |  |
| Boolean increase |  |
| Boolean decrease |  |
| Double alpha |  |
| Int type |  |

5.2.2 Method

|  |  |
| --- | --- |
| Bomb(int x,int y,int hp) |  |
| Bomb(int x,int y,Boss boss) |  |
| Void update() |  |
| Void draw(GraphicsContext gc) |  |

5.3 Class Boss

5.3.1 Field

|  |  |
| --- | --- |
| Font bossHp |  |
| AudioClip damaged |  |
| Int direction |  |
| Int hp |  |
| Int speed |  |
| Int tick |  |
| Int lastTick |  |
| Int playerX |  |
| Int playerY |  |
| Int nx |  |
| Int ny |  |
| Int mX |  |
| Int mY |  |
| Int division |  |
| Int bossImage |  |
| Int lastBossImage |  |
| Double i |  |
| Boolean vab |  |
| Boolean barrier |  |
| Boolean spawn |  |
| Boolean haveEnemy |  |
| Boolean checkEnemy |  |
| Boolean b1,b2,b3,b4,b5,b6,b7,b8 |  |
| Boolean bomb |  |
| Boolean phase1,phase2,phase3 |  |
| Boolean sp1,sp2,sp3,sp4 |  |
| Boolean hit |  |
| Boolean flashing |  |
| Int flashCounter |  |
| Int flashDurationCounter |  |
| Fang fang1, fang2, fang3, fang4, fang5, fang6 |  |
| Boolean fangSet1, fangSet2, fangSet3, fangSet4, fangSet5 |  |

5.3.2 Method

|  |  |
| --- | --- |
| Boss(int x,int y,int phase) |  |
| Void update() |  |
| Void draw(GraphicsContext) |  |
| Void flashState() |  |
| Void phase1() |  |
| Void startPhase1() |  |
| Void phase2() |  |
| Void startPhase2() |  |
| Void playerPos(int x,int y) |  |
| Void getHp() |  |
| Void breakBarrier() |  |
| Void phase3(); |  |
| Void startPhase3() |  |
| Void warp() |  |
| Void setFang(Fang fang1, Fang fang2, Fang fang3, Fang fang4, Fang fang5, Fang fang6) |  |