

SETTING



# Map extends JPanel

addEdge(from, to, fromDirection, toDirection)

addTeleportEdge(from, to)

createMap()

# Edge

from: Node

to: Node

food: ArrayList<Food>

cost: Double

void spawnFood()

int moveAlongEdge(direction, MovingEntity)

boolean isAtExtremes(Sprite)

Node getExtreme(Sprite)

#### Tex

# TeleportEdge extends Edge

int moveAlongEdge(Edirection, MovingEntity)

int getMiddlePointX()

int getMiddlePointY()

### Node

left: Edge

right: Edge

up: Edge

down: Edge

boolean canTrun(EDirection)

void setEdge(Edge, Edirection)

ArrayList<EDirection> getPossibleTurns()