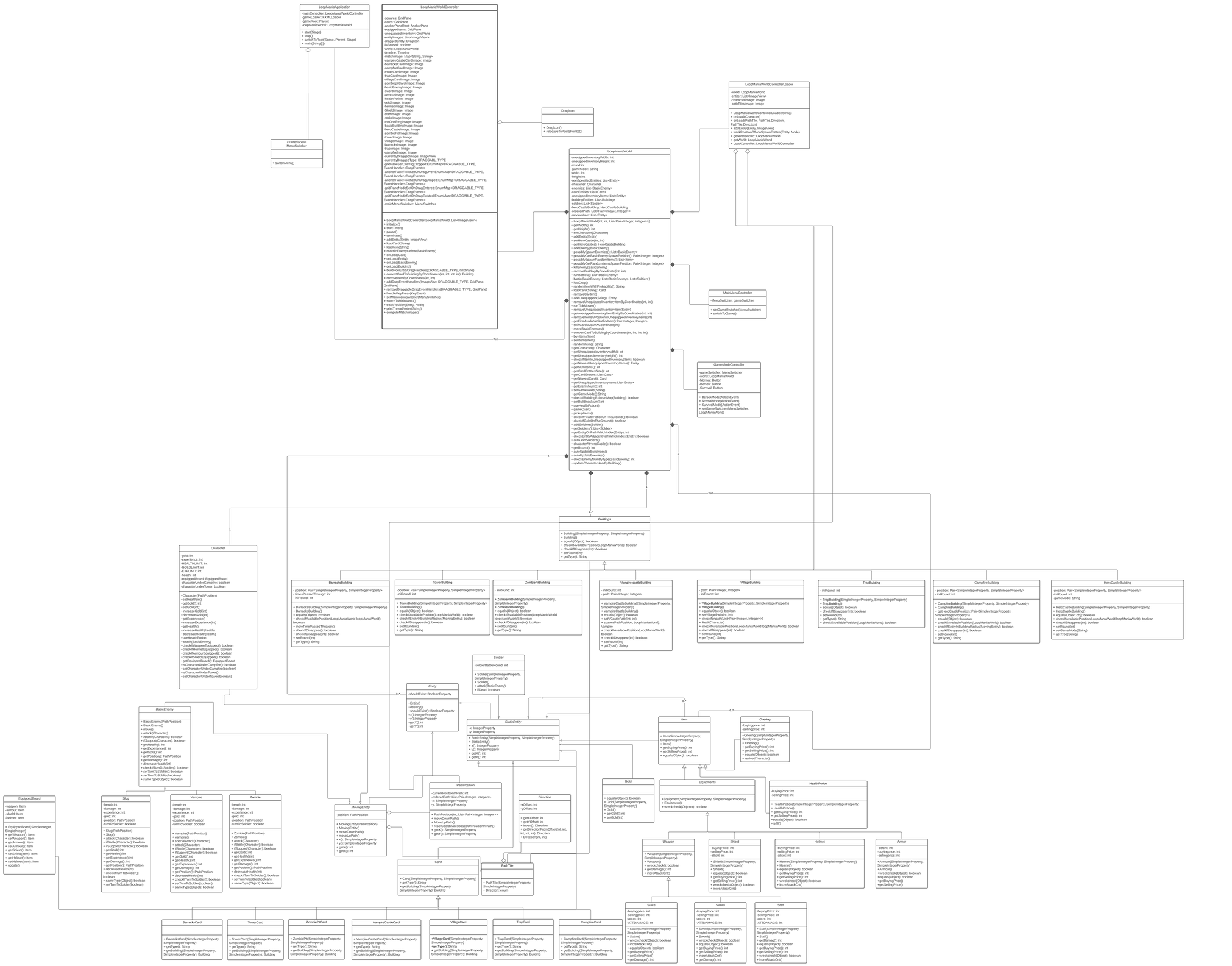
LoopManiaApplication
-mainController: LoopManiaWorldController
-gameLoader: FXMLLoader
-gameRoot: Parent
-loopManiaWorld: LoopManiaWorld
+ start(Stage)
+ stop()
+ switchToRoot(Scene, Parent, Stage)
+ main(String[ ])
LoopManiaWorldController
-squares: GridPane
-cards: GridPane
-anchorPaneRoot: AnchorPane
-equippedItems: GridPane
-unequippedInventory: GridPane
-draggingItem: ImageView<
-draggingItemOrigin: DragIcon
-isPaused: boolean
-world: LoopManiaWorld
-timeline: Timeline
-matchImage: Map<String, String>
-vampireCastleCardImage: Image
-barracksCardImage: Image
-campfireCardImage: Image
-towerCardImage: Image
-trapCardImage: Image
-villageCardImage: Image
-zombiepitCardImage: Image
-basicEnemyImage: Image
-swordImage: Image
-armourImage: Image
-healthPotion: Image
-goldImage: Image
-helmetImage: Image
-ShieldImage: Image
-stakeImage: Image
-staffImage: Image
-theOneRingImage: Image
-basicBuildingImage: Image
-heroCastleImage: Image
-zombiePitImage: Image
-towerImage: Image
-villageImage: Image
-barracksImage: Image
-trapImage: Image
-campfireImage: Image
-currentlyDraggingImage: ImageView
-currentlyDraggingType: DRAGGABL_TYPE
-gridPaneSetOnDragDropped:EnumMap<DRAGGABLE_TYPE, EventHandler<DragEvent>>
-anchorPaneRootSetOnDragOver:EnumMap<DRAGGABLE_TYPE, EventHandler<DragEvent>>
-anchorPaneRootSetOnDragDropped:EnumMap<DRAGGABLE_TYPE, EventHandler<DragEvent>>
-gridPaneNodeSetOnDragEntered:EnumMap<DRAGGABLE_TYPE, EventHandler<DragEvent>>
-gridPaneNodeSetOnDragExited:EnumMap<DRAGGABLE_TYPE, EventHandler<DragEvent>>
-mainMenuSwitcher: MenuSwitcher
+ LoopManiaWorldController(LoopManiaWorld, List<ImageView>)
+ initialize()
+ startTimer()
+ pause()
+ terminate()
+ addEntity(Entity, ImageView)
+ loadCard(String)
+ loadItem(String)
+ reactToEnemyDefeat(BasicEnemy)
+ onLoad(Card)
+ onLoad(Item)
+ onLoad(BasicEnemy)
+ onLoad(Building)
+ buildNonEntityDragHandlers(DRAGGABLE_TYPE, GridPane)
+ convertCardToBuildingByCoordinates(int, int, int, int): Building
+ removeItemByCoordinates(int, int)
+ addDragEventHandlers(ImageView, DRAGGABLE_TYPE, GridPane, GridPane)
+ removeDraggableDragEventHandlers(DRAGGABLE_TYPE, GridPane)
+ handleGeneralKeyEvent()
+ setMainMenuSwitcher(MenuSwitcher)
+ switchToMainMenu()
+ trackPosition(Entity, Node)
+ printThreadNotes(String)
+ computeMatchImage()
DragIcon
+ DragIcon()
+ relocateToPoint(Point2D)
LoopManiaWorldControllerLoader
-world: LoopManiaWorld
-entities: List<ImageView>
-characterImage: Image
-pathTilesImage: Image
+ LoopManiaWorldControllerLoader(String)
+ onLoad(Character)
+ onLoad(PathTile, PathTile.Direction, PathTile.Direction)
+ addEntity(Entity, ImageView)
+ trackPositionOfNonSpawnEntities(Entity, Node)
+ generateWorld: LoopManiaWorld
+ getWorld: LoopManiaWorld
+ LoadController: LoopManiaWorldController
<<interface>>
MenuSwitcher
+ switchMenu()
LoopManiaWorld
-unequippedInventoryWidth: int
-unequippedInventoryHeight: int
-gold: int
-gameMode: String
-width: int
-height:int
-nonSpecifiedEntities: List<Entity>
-character: Character
-enemies: List<BasicEnemy>
-cardEntities: List<Card>
-unequippedInventoryItems: List<Entity>
-buildingEntities: List<Building>
-soldiers:List<Soldier>
-theHeroCastle: HeroCastleBuilding
-orderedPath: List<Pair<Integer, Integer>>
-randomItem: List<Entity>
+ LoopManiaWorld(int, int, List<Pair<Integer, Integer>>)
+ getHeight(): int
+ getWidth(): int
+ setCharacter(Character)
+ addEntity(Entity)
+ setHeroCastle(int, int)
+ getHeroCastle(): HeroCastleBuilding
+ addEnemy(BasicEnemy)
+ possiblySpawnEnemies(): List<BasicEnemy>
+ possiblyGetBasicEnemySpawnPosition(): Pair<Integer, Integer>
+ possiblySpawnRandomItems(): List<Item>
+ possiblyGetRandomItemsSpawnPosition: Pair<Integer, Integer>
+ getEnemies(): List<Enemy>
+ removeBuildingByCoordinates(int, int)
+ runBattles(): List<BasicEnemy>
+ battleBasicEnemy, List<BasicEnemy>, List<Soldier>+)
+ lootDrops()
+ randomItemWithProbability(): String
+ loadCard(String): Card
+ removeCard(int)
+ addUnequipped(String): Entity
+ getUnequippedInventoryItemByCoordinates(int, int)
+ runTickMoves()
+ removeUnequippedInventoryItem(Entity)
+ getunequippedInventoryItemEntityByCoordinates(int, int)
+ removeItemByPositionInUnequippedInventoryItems(int)
+ getFirstAvailableSlotForItem(): Pair<Integer, Integer>
+ shiftCardsDownXCoordinate(int)
+ moveBasicEnemies()
+ convertCardToBuildingByCoordinates(int, int, int, int)
+ buyItems(Item)
+ sellItems(Item)
+ getGameMode(): String
+ getCharacter(): Character
+ getUnequippedInventorywidth(): int
+ getUnequippedInventoryHeight(): int
+ checkIfItemInUnequippedInventory(Item): boolean
+ getNewestUnequippedInventoryItems(): Entity
+ getNumItems(): int
+ getCardEntitiesSize(): int
+ getCardEntities: List<Card>
+ getNewestCard: Card
+ getUnequippedInventoryItems:List<Entity>
+ getEnemyNum(): int
+ setGameMode(String)
+ getGameMode(): String
+ checkIfBuildingCoolisionMap(Building): boolean
+ getBuildingsNum():int
+ useHealthPotion()
+ gameOver()
+ pickupItem()
+ checkIfHealthPotionOnTheGround(): boolean
+ checkIfItemOnTheGround(): boolean
+ addSoldiers(Soldier)
+ getSoldiers(): List<Soldier>
+ getEntityOnPathWhichIndex(Entity): int
+ checkIfEntityAdjacentPathWhichIndex(Entity): boolean
+ autoJoinSoldiers()
+ characterAtHeroCastle(): boolean
+ getRound(): int
+ autoUpdateBuildings()
+ autoUpdateEnemies()
+ checkEnemyNumByType(BasicEnemy): int
+ updateCharacterNearBy(Building)
MainMenuController
-MenuSwitcher: gameSwitcher
+ setGameSwitcher(MenuSwitcher)
+ switchToGame()
GameModeController
-gameSwitcher: MenuSwitcher
-world: LoopManiaWorld
-Normal: Button
-Bersek: Button
-Survival: Button
+ BerseKMode(ActionEvent)
+ NormalMode(ActionEvent)
+ SurvivalMode(ActionEvent)
+ setGameSwitcher(MenuSwitcher, LoopManiaWorld)
Text
1
1
1