Resources

Controller

+ controlTime(): boolean
+ controlLife(): boolean
+ controlOxygen(): boolean

Element

- START_VALUE: double
- increment: double
- decrement: double
- max: double
- min: double

+ *update(): boolean*

@Override
+ *toString(): String*

+ *setIncrement(double value): boolean*
+ *setDecrement(double value): boolean*
+ *setMax(double value): boolean*
+ *setMin(double value): boolean*

+ *getIncrement(): double*
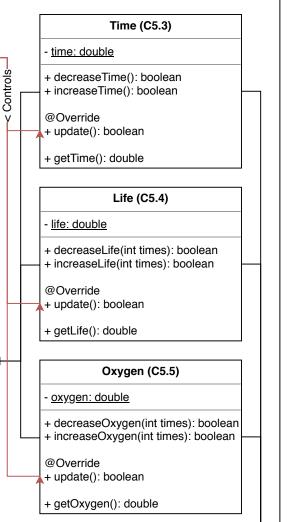+ *getDecrement(): double*
+ *getMax(): double*
+ *getMin(): double*

UserInteraction.UI

+ Main controller for displaying
information to the user.

Time (C5.3)

- time: double

+ decreaseTime(): boolean
+ increaseTime(): boolean

@Override
+ update(): boolean

+ getTime(): double

Life (C5.4)

- life: double

+ decreaseLife(int times): boolean
+ increaseLife(int times): boolean

@Override
+ update(): boolean

+ getLife(): double

Oxygen (C5.5)

- oxygen: double

+ decreaseOxygen(int times): boolean
+ increaseOxygen(int times): boolean

@Override
+ update(): boolean

+ getOxygen(): double

< Controls

< Updates