

ResourcesController

```
+ init(): void
+ update(): void
+ hitLife(int hitSmallFragments, int hitMediumFragments, int hitLargeFragments): void
+ getCurrentTime(): long
+ getInitTime(): long
+ getOxygen(): int
+ getLife(): int
+ getRemainingTime(): long
+ increaseOxygen(int oxygen): void
+ setRepairTrue(): void
+ setWaveTime(long newWaveTime): void
+ getWaveTime(): long
```

< Updates

Updates

Updates >

Time (C5.3)

```
- initTime: long
- currentTime: long
- waveTime: long
```

```
- <Constructor> Time()
```

```
~ init(): void
~ update(): void
```

```
~ getInitTime(): long
~ getCurrentTime(): long
~ setWaveTime(long newWaveTime): void
~ getWaveTime(): long
~ getRemainingTime(): long
```

Life (C5.4)

```
- life: int
- repair: boolean
- REPAIR_AMOUNT: final int
- SMALL_FRAGMENT_DAMAGE: final int
- MEDIUM_FRAGMENT_DAMAGE: final int
- LARGE_FRAGMENT_DAMAGE: final int
```

```
- <Constructor> Life()
```

```
~ update(): void
~ decreaseLife(int hSF, int hMF, int hLF): void
~ setRepairTrue(): void
```

```
~ getLife(): int
```

Oxygen (C5.5)

```
- oxygen: int
- lastTime: long
- TIME_BEFORE_LOSING_OXYGEN: final long
```

```
- <Constructor> Oxygen()
```

```
~ update(): void
~ increaseOxygen(int increaseValue): void
```

```
~ getOxygen(): int
```