Systems

SystemsController

- SMALL_FRAGMENT_IDENTIFIER: final int
- MEDIUM_FRAGMENT_IDENTIFIER: final int
- LARGE_FRAGMENT_IDENTIFIER: final int

- playerReady: boolean

- smallFragmentDestroyed: boolean
- mediumFragmentDestroyed: boolean
- largeFragmentDestroyed: boolean

-newWaveIncoming: List<String>
- waveHit: List<String>

+ init(): void
+ update(): void

+ getSmallFragmentIdentifier(): int
+ getMediumFragmentIdentifier(): int
+ getLargeFragmentIdentifier(): int

+ setSmallFragmentDestroyed(): void
+ setMediumFragmentDestroyed(): void
+ setLargeFragmentDestroyed(): void

+ getSmallFragments(): int
+ getMediumFragments(): int
+ getLargeFragments(): int

+ getScore(): int
+ setPlayerReady(boolean playerReady): void
+ getPlayerReady(): boolean

Wave

- numberOfWaves: int

- smallFragments: int
- mediumFragments: int
- largeFragments: int

<Constructor> - Wave()

~ createWave(): void
~ updateWave(): void

~ incrementNumberOfWaves: void

~ getSmallFragments(): int
~ getMediumFragments(): int
~ getLargeFragments(): int

Score

- Score: int

- SMALL_FRAGMENT_POINTS: final int
- MEDIUM_FRAGMENT_POINTS: final int
- LARGE_FRAGMENT_POINTS: final int

<Constructor> - Score():

~ updateScore(): void

@Override
+ toString(): String

~ getScore(): int

SystemsData

~ getTextString(String filename): List<String>
~ printText(List<String> text): void