Resources

ResourcesController

+ init(): void
+ update(): void
+ hitLife(int hSF, int hMF, int hLF): void
+ getCurrentTime(): long
+ getInitTime(): long
+ getOxygen(): int
+ getLife(): int

< Updates

Updates

Updates >

Time (C5.3)

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

- <Constructor> Time()

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

~ getInitTime(): long
~ getCurrentTime(): long
~ getWaveTime(): long
~ getRemainingTIme(): long

~ setWaveTime(long newWaveTime): void

Life (C5.4)

- life: int
- repair: boolean
- REPAIR_AMOUNT: int
- SMALL_FRAGMENT_DAMAGE: int
- MEDIUM_FRAGMENT_DAMAGE: int
- LARGE_FRAGMENT_DAMAGE: 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: long

- <Constructor> Oxygen()

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

~ getOxygen(): int