Drawing Method

1 de janeiro de 2022

15:30

Class DrawingBlock:

Position pos = null;

int width = 1;

int height = 1;

String backColor = null; --> Background Color

String frontColor = null; --> Font Color

Char character = ' ';

DrawingBlock(Position pos\_, int width\_ = 1, int height = 1, String backColor\_ = null, string frontColor\_ = null, char character\_ = ' ')

void draw(TextGraphics graphics\_, Position offset = new Position(0,0) ):

If (backColor != null)

graphics\_.setBackgroundColor(TextColor.Factory.fromString(this.backColor));

If (frontColor != null)

graphics\_.setBackgroundColor(TextColor.Factory.fromString(this.frontColor));

graphics\_.fillRectangle(newTerminalPosition(this.pos.getX() + offset.getX(), this.pos.getY() + offset.getY()), newTerminalSize(width,height), this.character\_);

Class DrawingImage:

Position pos = null;

ArrayAsList<DrawingBlock> blocks = null;

DrawingImage(Position pos\_, int width\_ = 1, int height = 1, String backColor\_ = null, string frontColor\_ = null, char character\_ = ' ')

void draw(TextGraphics graphics\_):

for (DrawingBlock block : blocks)

block.draw(graphics\_, pos);

Board Elements

1 de janeiro de 2022

17:10

Public abstract class BoardElement:

DrawingImage image = null;

ArrayAsList<ColliderBox> = new ArrayAsList<>();

Position position;

Board board = null;

BoardElement(String color\_, Position pos\_, Board gameBoard\_):

this.color=color\_;

this.position=pos\_;

this.board=gameBoard\_;

publicvoiddraw(TextGraphicsgraphics\_):

Image.draw(graphics\_);

public void moveUp()

If (board.canMoveUp(this.collider, this.position)

this.position=newPosition(this.position.getX(),this.position.getY()-1);

public void moveDown()

If (board.canMoveDown(collider):

this.position=newPosition(this.position.getX(),this.position.getY()+1);

Public void moveLeft()

If (board.canMoveLeft(collider):

this.position=newPosition(this.position.getX()-1,this.position.getY());

Public void moveRight()

If (board.canMoveRight(collider):

this.position=newPosition(this.position.getX()+1,this.position.getY());

Public abstract boolean action();

Public Position getPosition() return this.position;

Collision Management

1 de janeiro de 2022

17:13

Using the Board class to check for collisions.

Board

1 de janeiro de 2022

21:43