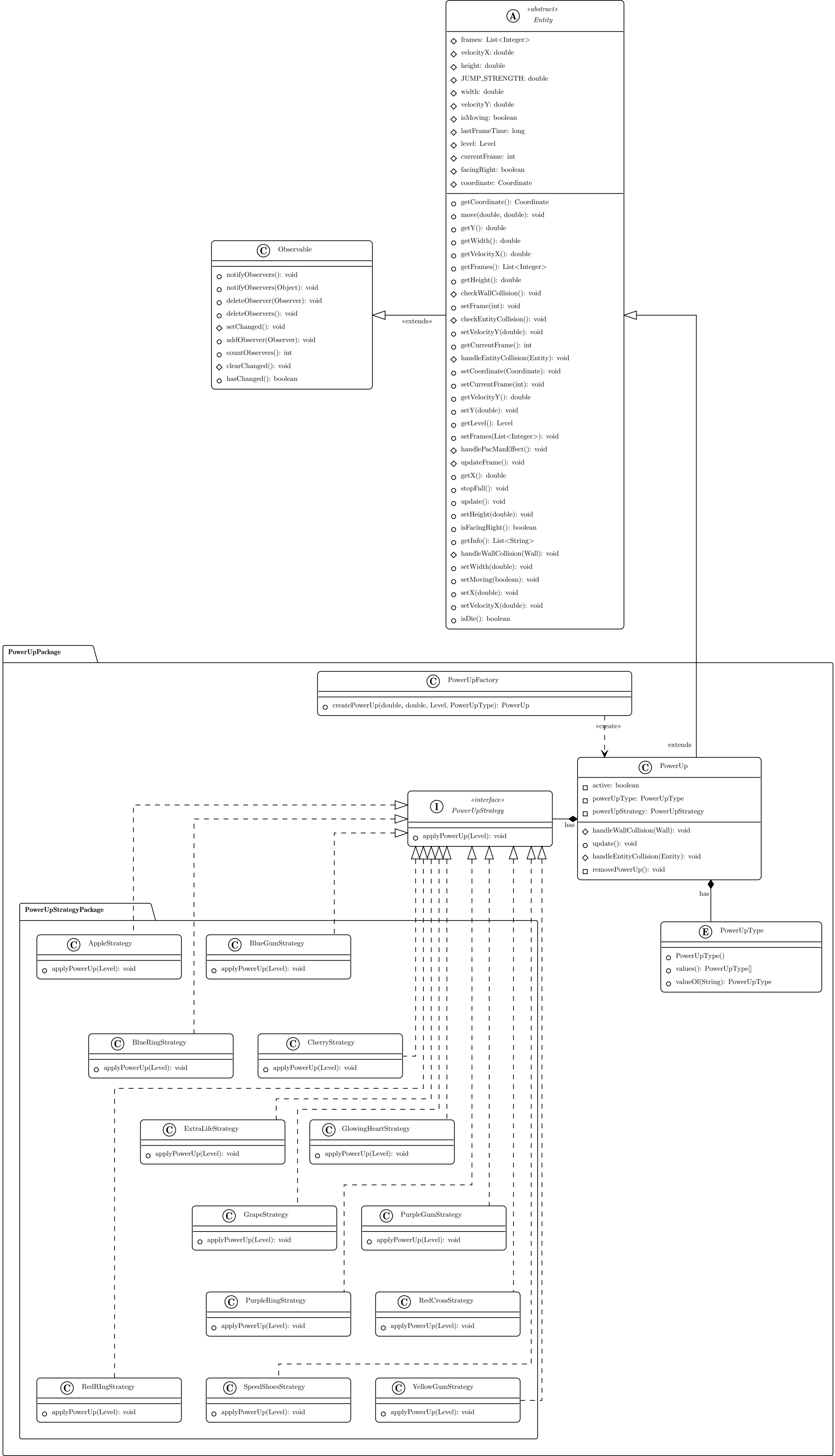
«abstract»
Entity
frames: List<Integer>
velocityX: double
height: double
JUMP_STRENGTH: double
width: double
velocityY: double
isMoving: boolean
lastFrameTime: long
level: Level
currentFrame: int
facingRight: boolean
coordinate: Coordinate
getCoordinate(): Coordinate
move(double, double): void
getY(): double
getWidth(): double
getVelocityX(): double
getFrames(): List<Integer>
getHeight(): double
checkWallCollision(): void
setFrame(int): void
checkEntityCollision(): void
setVelocityY(double): void
getCurrentFrame(): int
handleEntityCollision(Entity): void
setCoordinate(Coordinate): void
setCurrentFrame(int): void
getVelocityY(): double
setY(double): void
getLevel(): Level
setFrames(List<Integer>): void
handlePacManEffect(): void
updateFrame(): void
getX(): double
stopFall(): void
update(): void
setHeight(double): void
isFacingRight(): boolean
getInfo(): List<String>
handleWallCollision(Wall): void
setWidth(double): void
setMoving(boolean): void
setX(double): void
setVelocityX(double): void
isDie(): boolean
Observable
notifyObservers(): void
notifyObservers(Object): void
deleteObserver(Observer): void
deleteObservers(): void
setChanged(): void
addObserver(Observer): void
countObservers(): int
clearChanged(): void
hasChanged(): boolean
«extends»
PowerUpPackage
PowerUpFactory
createPowerUp(double, double, Level, PowerUpType): PowerUp
«create»
extends
PowerUp
active: boolean
powerUpType: PowerUpType
powerUpStrategy: PowerUpStrategy
handleWallCollision(Wall): void
update(): void
handleEntityCollision(Entity): void
removePowerUp(): void
«interface»
PowerUpStrategy
applyPowerUp(Level): void
has
has
PowerUpType
PowerUpType()
values(): PowerUpType[]
valueOf(String): PowerUpType
PowerUpStrategyPackage
AppleStrategy
applyPowerUp(Level): void
BlueGumStrategy
applyPowerUp(Level): void
BlueRingStrategy
applyPowerUp(Level): void
CherryStrategy
applyPowerUp(Level): void
ExtraLifeStrategy
applyPowerUp(Level): void
GlowingHeartStrategy
applyPowerUp(Level): void
GrapeStrategy
applyPowerUp(Level): void
PurpleGumStrategy
applyPowerUp(Level): void
PurpleRingStrategy
applyPowerUp(Level): void
RedCrossStrategy
applyPowerUp(Level): void
RedRIngStrategy
applyPowerUp(Level): void
SpeedShoesStrategy
applyPowerUp(Level): void
YellowGumStrategy
applyPowerUp(Level): void