

Game

- Starts game
- Stops game
- Changes room
- Handles ghost event
- Handles death
- Handles screen resolution
- Resets room
- Gets current room
- Changes to fullscreen
- Flips view (blink)
- Gets self
- Runs main
- Plays background music
- Handles player items
- Handles zombies

- Settings
- Sound
- Panels

Settings

- Sets game setting
- Handles variables

Sound

- Plays bg music
- Plays button sounds
- Plays item sounds
- Plays knife sounds
- Plays gun sounds
- Plays end music

<div>Button</div> <div>RoomButton, ItemButton, ZombieButton</div>		JButton
<ul style="list-style-type: none">• Formats button• Sets cursor on hover		

<div>Panels</div>		
<ul style="list-style-type: none">• Build panels• Returns panels	<ul style="list-style-type: none">• RoomPanel• HoverButton• ItemButton• TextButton• ZombieButton• Game• Image label• Label	

<div>RoomPanel</div>		JPanel
<ul style="list-style-type: none">• Sets image• Creates panel• Formats panel• Adds components• Paints panel	<ul style="list-style-type: none">• Panels	

ItemButton		Button
<ul style="list-style-type: none">• Sets screen position• Performs button action• Adds item to player• Plays item sound• Sets hover border• Handles mouse hover actions	<ul style="list-style-type: none">• Sound• Game• Settings	

ZombieButton		Button
<ul style="list-style-type: none">• Sets screen position• Performs button action• Removes zombie• Sets border• Handles mouse hover actions	<ul style="list-style-type: none">• Game• Sound• Settings	

RoomButton		Button TextButton, HoverButton
<ul style="list-style-type: none">• Performs action when clicked• Sets screen position• Plays button sound	<ul style="list-style-type: none">• Sound• Game• Settings	

TextButton		RoomButton
<ul style="list-style-type: none">• Sets text• Sets font• Sets color• Sets alignment		

<div>HoverButton</div>		RoomButton
<ul style="list-style-type: none">• Sets border• Handles hover actions• Creates bottom, top, left, and right hover buttons		

<div>ImageLabel</div>		JLabel
<ul style="list-style-type: none">• Sets image• Sets screen position• Creates ghost image	<ul style="list-style-type: none">• Settings	

<div>Label</div>		JLabel
<ul style="list-style-type: none">• Sets font• Sets color• Sets alignment		

<div>CheckBox</div>		JCheckBox
<ul style="list-style-type: none">• Formats checkbox• Performs action• Handles hover actions	<ul style="list-style-type: none">• Game• Settings	

<div>ComboBox</div> <div>JComboBox</div>	
<ul style="list-style-type: none">• Creates custom dimension class• Handles resolutions• Adds appropriate resolutions to self• Changes resolution on action performed	<ul style="list-style-type: none">• Game• Settings

<div>Abstract</div> <div>KeyListener</div> <div>KeyHandler</div>	
<ul style="list-style-type: none">• Handles key actions• Flips views• Returns to main menu	<ul style="list-style-type: none">• Game