ECLIPSE Actor Main GameOver Replay -Columna: int -backgroundMusic: GreenFootSound = new GreenFootSound (music.wav) Contador -Fila: int -Puntaje: int -img: image = new image(replay.png) +gameOver(score:int) -Musica +stopBackgroundMusic():void -Wave: int = 0+act(): void -WavesNumber: int = 0 +Contador() +act(): void +add (Score: int): void +Background -SetColumCoor(): void -SetFilaCoor(): void -returnColumCoor(x:int): int -returnFilaCoor(y:int): int +addGosfix(gosfix: gosfix, fila:int): void +randomGosfix(fila:int): void +createwave(): void +getCounterScore(): counter BVerde +stopBackgroundMusic(): void +act(): void +Bverde +act(): void BSushiNara +BSushiNara +act(): void Gosfix Yakitory +BRosa #velocidad: int #vida: int = 4 #velocidad: int = 4 +act(): void #gameOver:boolean = false BSushiRojo #setVida(vida: int): void #yakitoryDaño(FileName: String, timeLoop: int): void #gosfixCount: int = 0 #setVelocidad(velocidad bala: int): void #checkLimite(): void +BSushiRojo +act(): void +Gosfix() BAmarilla #setVelocidad(velocidad: int): void #setVida(vida: int): void +BAmarilla #daño(daño: int, fileName: String, timeLoop: int, points: int): void YakitoryRojo YakitoryNara +act(): void #checkGameOver(): void -disparo long = System.currentTimeMillis() -img: image = new image(yakiNara.png) -disparo long = System.currentTimeMillis() -img: image = new image(yakiNara.png) +YakitoryNara() +YakitoryRojo() +act(): void +act(): void -disparo (timeInterval: int): void -disparo (timeInterval: int): void GosfixA GosfixB GosfixC ComunicacionUDP Thread -img: image = new image (gosfix1.png) -img: image = new image (gosfix2.png) -img: image = new image (gosfix3.png) +GosfixB() -OnMessageListener(): Interface -EnviarMensaje(): void +GosfixA() +GosfixC() +act(): void +act(): void +act(): void -run(): void -setObserver(OnMessageListener): void **ANDROID**

Main

-Buttom Up -Buttom Down -Buttom Shoot

-Buttom Replay

-Buttom Pause

ComunicacionUDP

-setObserver(OnMessageListener): void

-OnMessageListener(): Interface

-EnviarMensaje(): void

-run(): void