

Controllers

Fields

- y : int

Methods

addltem(): void

drawMenu(): void

nextWeapon(): void

- prevWeapon() : void

Render(): void

- keyTyped() : void

rand: Random

player : Player

WIDTH: int

HEIGHT: int

MAX_X : int

MIN X : int

MAX_Y: int

- MIN_Y : int

Methods

Fields

keyPressed(): void

keyReleased(): void

saveFilePath: String

bossSpawnPerc : double

game: GameController

firstLoadSaveData(): vo

LoadFile(): InputSource

- SaveXMLObject(): void

LoadXMLObject(): Player

hasExited: boolean

canMove: boolean

· loadData(): void

saveData(): void

print() : void

isBossInChamber: boolean

maxNumOfOfficersAndGuards: int

collidedEntities : ArrayList<GameObject>

setActiveItem(weapon): void

setActiveItem(index): void

componentResized(): void

- componentMoved(): void

componentShown(): void

componentHidden(): void

Fields - frame : JFrame - renderEvents : ArrayList<Rendered> weapons: List<Pair<Weapon, MenuItemView» updateEvents : ArrayList<Updated> - x : int

MenuController

Globals

startEvents: ArrayLlst<Started>

- moveEvents : ArrayList<Moved>
- attackEvents : ArrayList<Attack> objects : ArrayList<GameOnject>

GameController

- uiController : UIController
- currentChamber: Chamber
- level: Level

Methods

- buildNewLevel(): void
- reset(): void
- setLookAndFeel(): void
- paint(): void
- run(): void

ShopController

UIController

Methods

upgradePlayerHealth(): void

upgradePlayerSpeed(): void

Fields

frame: JFrame

menuController: MenuController

Methods

- initFrame(): void

- initMenu() : void

PlayerController

view : PlayerView

keyTyped(): void

KeyReleased(): void

Fields

player : Player

Methods

keyPressed(): void