

All Classes

Packages

com.breakout.ca2016  
com.breakout.ca2016.Controller  
com.breakout.ca2016.Creators  
com.breakout.ca2016.desktop  
com.breakout.ca2016.Entities  
com.breakout.ca2016.Screens  
com.breakout.ca2016.Singleton

All Classes

Ball  
Ball.States  
Board  
Breakout  
Brick  
BrickCreator  
DesktopLauncher  
LeaderBoard  
LeaderBoardScreen  
MainGameController  
MainGameScreen  
MainMenuScreen  
Paddle  
Player  
PostGameScreen  
ScreenType  
Wall  
WallCreator

void

void

Methods inherited from class java.l

equals, getClass, hashCode, notify,

Constructor Detail

Paddle

public Paddle(Board board)

Constructor

Parameters:

board - Reference of Board, paddle

Method Detail

getPosition

public com.badlogic.gdx.math.Vector

This method returns the postion vector of t

Returns:

Vector2 Position vector of Paddle

getVelocity

public com.badlogic.gdx.math.Vector

This method returns the velocity vector of t

Returns:

Vector2 Velocity vector of Paddle

getAcceleration

public com.badlogic.gdx.math.Vector

This method returns the acceleration vecto

Returns:

Vector2 Acceleration vector of Pad

getBounds

public com.badlogic.gdx.math.Rectar

This method returns the bounds of the pad

Returns:

Rectangle bounds of Paddle

render

public void render(com.badlogic.gd;  
com.badlogic.gd;

This method renders the paddle on the scre

Parameters:

batch - SpriteBatch.SpriteBatch(in  
cam - OrthographicCamera.Orthograph

update

```
public void update(float delta)
```

This method handles the collision handling

**Parameters:**

delta - time since last frame update

**collides**

```
public void collides(float delta)
```

This method handles the possible collisions

**Parameters:**

delta - time since last frame update

**getBallOriginPosition**

```
public com.badlogic.gdx.math.Vector2
```

This method gets the starting point for the

**Returns:**