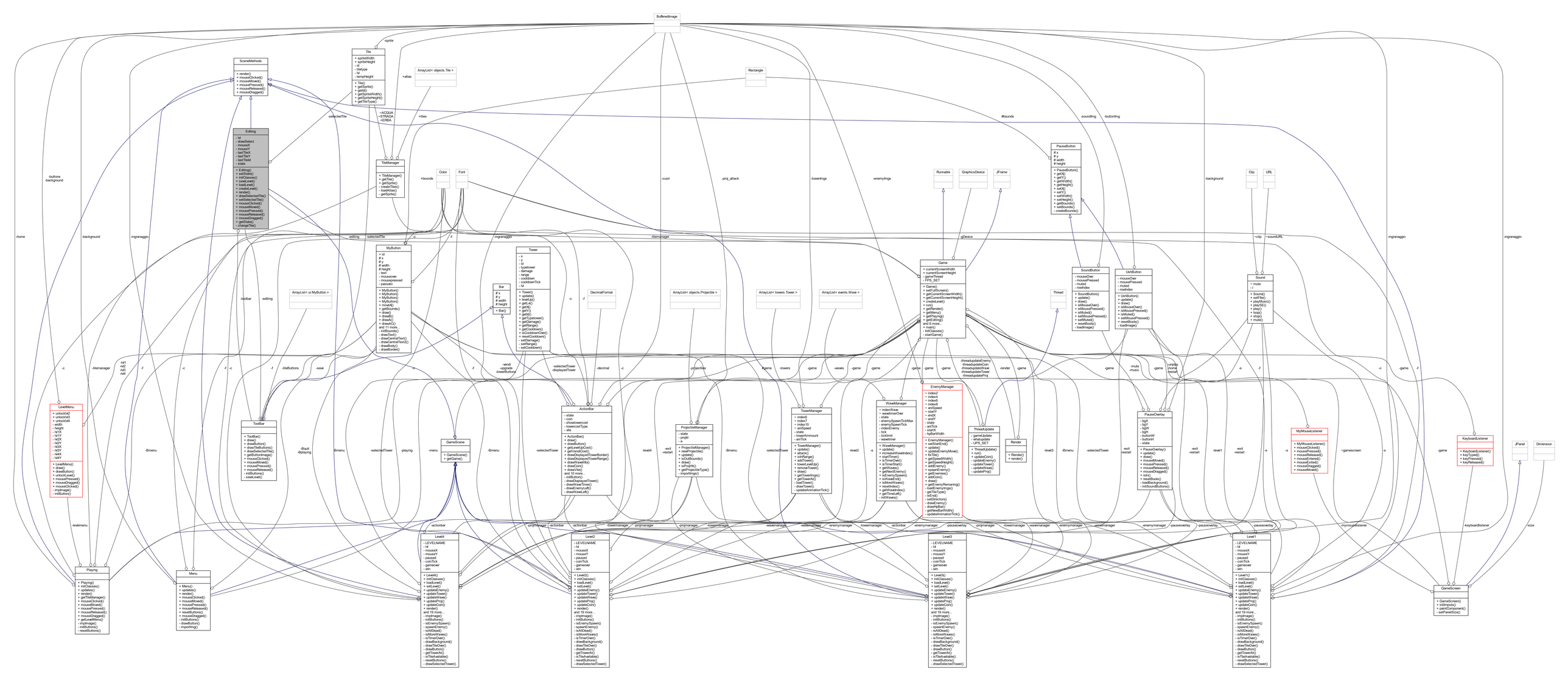
BufferedImage
SceneMethods
+ render()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
Tile
+ spriteWidth
+ spriteHeight
- id
- tiletype
- hi
- tempHeight
+ Tile()
+ getSprite()
+ getID()
+ getSpiteWidth()
+ getSpiteHeight()
+ getTileType()
ArrayList< objects.Tile >
Rectangle
Editing
- hi
- drawSelect
- mouseX
- mouseY
- lastTileX
- lastTileY
- lastTileId
- state
+ Editing()
+ setState()
+ initClasses()
+ saveLevel()
+ loadLevel()
+ createLevel()
+ render()
+ drawSelectedTiles()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getState()
+ changeTile()
TileManager
+ TileManager()
+ getTiles()
+ getTileFrom()
- createTiles()
- loadAtlas()
- getSprite()
Color
Font
PauseButton
x
y
width
height
+ PauseButton()
+ getX()
+ getY()
+ getWidth()
+ getHeight()
+ setX()
+ setY()
+ setWidth()
+ setHeight()
+ getBounds()
+ setBounds()
- createBounds()
Runnable
GraphicsDevice
JFrame
Clip
URL
MyButton
+ id
# x
# y
# width
# height
- hi
- mouseover
- mousepressed
- passato
+ MyButton()
+ MyButton()
+ MyButton()
+ MyButton()
+ moveAt()
+ getBounds()
+ draw()
+ draw()
+ draw()
and 11 more...
- initBounds()
- drawText()
- drawCentralText()
- drawCentralText2()
- drawBody()
- drawBorder()
Tower
- x
- y
- id
- typetower
- damage
- range
- cooldown
- cooldownTick
- lvl
+ Tower()
+ update()
+ levelUp()
+ getLvl()
+ getX()
+ getY()
+ getID()
+ getTypetower()
+ getDamage()
+ getRange()
+ getCooldown()
+ isCooldownOver()
+ getCooldownLeft()
+ setDamage()
+ setRange()
+ setCooldown()
Bar
x
y
width
height
+ Bar()
ArrayList< ui.MyButton >
DecimalFormat
ArrayList< objects.Projectile >
ArrayList< towers.Tower >
ArrayList< events.Wave >
Thread
Game
+ currentScreenWidth
+ currentScreenHeight
- FPS_SET
- FPS_SET
+ Game()
+ setFullScreen()
+ getCurrentScreenWidth()
+ getCurrentScreenHeight()
+ createLevel()
+ run()
+ getRender()
+ getMenu()
+ getPlaying()
+ getEditing()
and 6 more...
- initClasses()
- initClasses()
- startGame()
SoundButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ SoundButton()
+ getState()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ resetBools()
- loadImage()
UrmButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ UrmButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ resetBools()
- loadImage()
Sound
~ mute
- i
+ Sound()
+ setFile()
+ playMusic()
+ playSE()
+ play()
+ loop()
+ stop()
+ mute()
LevelMenu
+ urlock2
+ urlock3
+ urlock4
- width
- height
- hTX
- hTY
- hDX
- hDY
- hEX
- hEY
- hKX
- hKY
+ LevelMenu()
+ draw()
+ drawButton()
+ urlockLevel()
+ mousePressed()
+ mouseDragged()
+ mouseClicked()
- imgImage()
- initButton()
ToolBar
+ ToolBar()
+ draw()
+ drawButton()
+ drawSelectedTiles()
+ drawSelectedTile()
+ getButtonImage()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ initButtons()
- saveLevel()
GameScene
+ GameScene()
+ getGame()
ActionBar
- state
- coin
- showtowercost
- towercostType
- vita
+ ActionBar()
+ draw()
+ drawButton()
+ getTowerCost()
+ getVendCoin()
+ drawDisplayedTowerBorder()
+ drawDisplayedTowerRange()
+ drawWaveInfo()
+ drawCoin()
+ drawVita()
and 10 more...
- initButtons()
- drawDisplayedTower()
- drawWaveTimer()
- drawEnemyLeft()
- drawWaveLeft()
ProjectileManager
- state
- projid
- n
+ ProjectileManager()
+ newProjectile()
+ update()
+ isOutBounds()
+ draw()
+ isProHit()
+ getProjectileType()
- importImgs()
TowerManager
- index0
- index7
- index10
- anSpeed
- state
- towerAmmount
- anTick
+ TowerManager()
+ update()
+ attack()
+ isInRange()
+ addTower()
+ getTowerId()
+ removeTower()
+ draw()
+ getTowerImgs()
+ getTowerAt()
- loadTower()
- drawTower()
- updateAnimationTick()
WaveManager
- indexWave
- startWaveOver
- state
- enemySpawnTickMax
- enemySpawnTick
- indexEnemy
- tick
- ticklimit
- wavetimer
+ WaveManager()
+ update()
+ increaseWaveIndex()
+ startTimer()
+ isTimerOver()
+ getWaveId()
+ getWaves()
+ getNextEnemy()
+ isEnemySpawn()
+ isWaveEnd()
+ isMoreWaves()
+ resetIndex()
+ getWaveTimer()
+ getTimeLeft()
- initWaves()
EnemyManager
~ index2
~ index4
~ index6
~ index8
~ anSpeed
~ startY
~ endX
~ endY
- state
- anTick
- hp
- hpBarWidth
+ EnemyManager()
+ setStartEnd()
+ update()
+ updateEnemyMove()
+ fixTiles()
+ getSpeedWidth()
+ getSpeedHeight()
+ addEnemy()
+ spawnEnemy()
+ getEnemies()
+ getAnTick()
+ draw()
+ getEnemyRemaining()
- loadEnemyImgs()
- getTileType()
- isEnd()
- setDirection()
- drawEnemy()
- drawHpBar()
- getNewBarWidth()
- updateAnimationTick()
ThreadUpdate
- gameUpdate
- whatUpdate
- UPS_SET
+ ThreadUpdate()
+ run()
+ updateCoin()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
Render
+ Render()
+ render()
PauseOverlay
- bgX
- bgY
- bgW
- bgH
- buttonW
- buttonH
- state
+ PauseOverlay()
+ update()
+ draw()
+ mousePressed()
+ mouseMoved()
+ mouseReleased()
+ mouseDragged()
+ isIn()
+ resetBools()
- loadBackground()
- initSoundButtons()
MyMouseListener
+ MyMouseListener()
+ mouseClicked()
+ mousePressed()
+ mouseReleased()
+ mouseEntered()
+ mouseExited()
+ mouseDragged()
+ mouseMoved()
KeyboardListener
+ KeyboardListener()
+ keyTyped()
+ keyPressed()
+ keyReleased()
JPanel
Dimension
Playing
+ Playing()
+ initClasses()
+ updates()
+ render()
+ getTileManager()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getLevelMenu()
- imgImage()
- initButtons()
- resetButtons()
Menu
+ Menu()
+ updates()
+ render()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
- initButtons()
- drawButton()
- importImg()
Level4
- LEVELNAME
- hi
- mouseX
- mouseY
- coinTick
- gameover
- win
+ Level4()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- imgImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Level2
- LEVELNAME
- hi
- mouseX
- mouseY
- coinTick
- gameover
- win
+ Level2()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- imgImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Level3
- LEVELNAME
- hi
- mouseX
- mouseY
- coinTick
- gameover
- win
+ Level3()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- imgImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Level1
- LEVELNAME
- hi
- mouseX
- mouseY
- coinTick
- gameover
- win
+ Level1()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- imgImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
GameScreen
+ GameScreen()
+ initThreads()
+ paintComponent()
- setPanelSize()
-buttons
-background
-home
-background
-ingranaggio
-editing
-selectedTile
-tiles
-atlas
~ACQUA
~STRADA
+ERBA
-sprite
+bounds
-cuori
-proj_attack
-towerImgs
-enemyImgs
#bounds
-soundImg
-buttonImg
-background
-clip
~soundURL
-ingranaggio
-ingranaggio
-ingranaggio
-gDevice
-timemanager
-toolbar
-editing
-tileButtons
-save
-vend
-upgrade
-towerButtons
-selectedTower
-displayedTower
-decimal
-projectiles
-game
-towers
-waves
-threadupdateEnemy
-threadupdateCoin
-threadupdateWave
-threadupdateTower
-threadupdateProj
-render
-mute
-music
-unpause
-home
-restart
-keyboardlistener
-size
-mymouselistener
-gamescreen
-pauseoverlay
-enemymanager
-waveManager
-actionbar
-projmanager
-towermanager
-level4
-level3
-level1
-exit
-restart
-Bmenu
-selectedTower
-playing
-menu
-Bmenu
-selectedTower
-Bmenu
-selectedTower
-level2
-s
-Bmenu
-selectedTower
-exit
-restart
-exit
-restart
-exit
-restart
-s
-s
-s
-game
-s
-s
-s