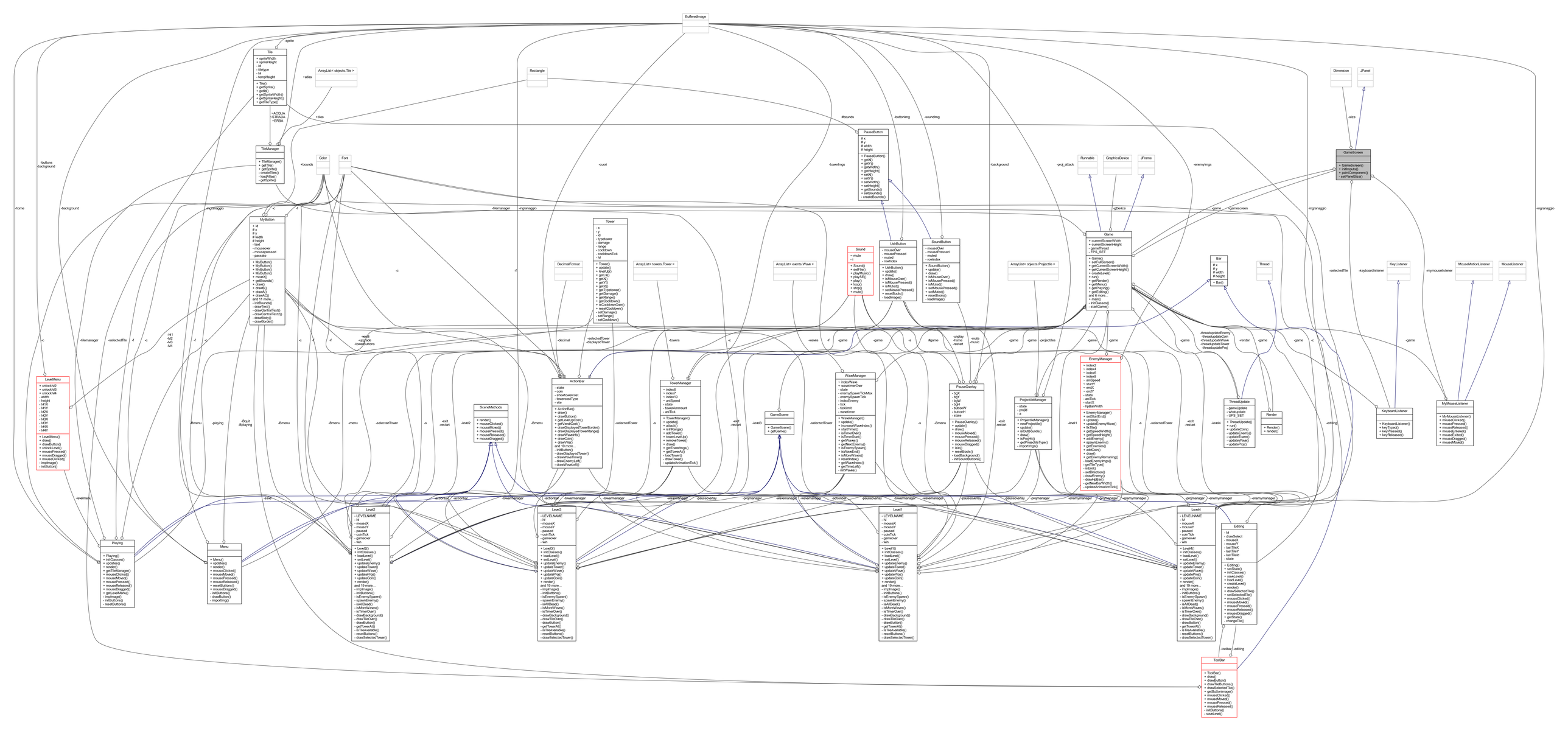
BufferedImage
Tile
+ spriteWidth
+ spriteHeight
- id
- tiletype
- hl
- tempHeight
+ Tile()
+ getSprite()
+ getId()
+ getSpriteWidth()
+ getSpriteHeight()
+ getTileType()
ArrayList< objects.Tile >
Rectangle
Dimension
JPanel
TileManager
+ TileManager()
+ getTile()
+ getSprite()
- createTiles()
- loadAtlas()
- getSprite()
Color
Font
PauseButton
x
y
width
height
+ PauseButton()
+ getA()
+ getY()
+ getWidth()
+ getHeight()
+ setA()
+ setY()
+ setWidth()
+ setHeight()
+ getBounds()
+ setBounds()
+ createBounds()
Runnable
GraphicsDevice
JFrame
GameScreen
+ GameScreen()
+ initInputs()
+ paintComponent()
- setPanelSize()
MyButton
+ id
# x
# y
# width
# height
- text
- mouseover
- mousepressed
- passato
+ MyButton()
+ MyButton()
+ MyButton()
+ MyButton()
+ getBounds()
+ draw()
+ drawB()
+ drawA()
+ drawA(C)
and 11 more...
- initBounds()
- drawBody()
- drawCentralText()
- drawCentralText3()
- drawBody()
- drawBorder()
Tower
- x
- y
- id
- typetower
- damage
- range
- cooldown
- cooldownTick
- hl
+ Tower()
+ update()
+ levelUp()
+ getLvl()
+ getA()
+ getY()
+ getId()
+ getTypetower()
+ getDamage()
+ getRange()
+ getCooldown()
+ isCooldownOver()
+ resetCooldown()
+ setDamage()
+ setRange()
+ setCooldown()
DecimalFormat
ArrayList< towers.Tower >
ArrayList< events.Wave >
ArrayList< objects.Projectile >
Sound
- mute
- l
+ Sound()
+ setFile()
+ playMusic()
+ setFX()
+ play()
+ loop()
+ stop()
+ mute()
UnButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ UnButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ resetBools()
+ loadImage()
SoundButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ SoundButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ setMuted()
+ resetBools()
+ loadImage()
Game
+ currentScreenWidth
+ currentScreenHeight
- gameThread
- FPS_SET
+ Game()
+ setFullScreen()
+ getCurrentScreenWidth()
+ getCurrentScreenHeight()
+ createLevel()
+ getMap()
+ getRender()
+ getMenu()
+ getPlaying()
+ getEditing()
and 6 more...
+ main()
- initClasses()
+ startGame()
Bar
x
y
width
height
+ Bar()
Thread
KeyListener
MouseMotionListener
MouseListener
LevelMenu
+ unlockN2
+ unlockN3
+ unlockN4
- width
- height
- M1X
- M1Y
- M2X
- M2Y
- M3X
- M3Y
- M4X
- M4Y
+ LevelMenu()
+ draw()
+ drawButton()
+ unlockLevel()
+ mouseMoved()
+ mouseDragged()
+ mouseClicked()
- initImage()
- initButton()
ActionBar
- state
- coin
- shootowercost
- towercostType
- xte
+ ActionBar()
+ draw()
+ drawButton()
+ getLevelUpCost()
+ getVendCost()
+ drawDisplayedTowerBorder()
+ drawDisplayedTowerRange()
+ drawWaveInfo()
+ drawCoin()
+ drawOver()
and 10 more...
- initButton()
- drawDisplayedTower()
- drawWaveTimer()
- drawEnemyLeft()
- drawWaveLeft()
TowerManager
~ index6
~ index7
~ index10
~ arrSpeed
~ arrTX
~ towerAmmount
~ arrTick
+ TowerManager()
+ update()
+ attack()
+ isInRange()
+ addTower()
+ towerLevelUp()
+ removeTower()
+ draw()
+ getTowerImgs()
+ getTowerXY()
+ getTower()
- drawTower()
- updateAnimationTick()
WaveManager
~ indexWave
~ wavetimerOver
- state
- enemySpawnTickMax
- enemySpawnTick
- indexEnemy
- enemy
- tickLimit
- wavetimer
+ WaveManager()
+ update()
+ increaseWaveIndex()
+ startTimer()
+ isTimerOver()
+ isTimerStart()
+ getWaves()
+ getNextEnemy()
+ isEnemySpawn()
+ isWaveOver()
+ getWaveTime()
+ resetIndex()
+ getWaveIndex()
+ getTimeLeft()
- initWaves()
PauseOverlay
- bgX
- bgY
- bgW
- bgH
- buttonW
- buttonH
- state
+ PauseOverlay()
+ update()
+ draw()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ isIn()
- resetBools()
- loadBackground()
- initSoundButtons()
ProjectileManager
- state
- projid
- a
+ ProjectileManager()
+ newProjectile()
+ update()
+ isOutBounds()
+ draw()
+ getImg()
+ getProjectileType()
- importImgs()
EnemyManager
~ index2
~ index4
~ index5
~ index8
~ arrSpeed
~ startY
~ startX
~ endX
~ state
~ arrTick
~ startX
- hpBarWidth
+ EnemyManager()
+ setStartEnd()
+ update()
+ updateEnemyMove()
+ fixTile()
+ getSpeedWidth()
+ getSpeedHeight()
+ getNextTile()
+ spawnEnemy()
+ getEnemies()
- addCoin()
+ draw()
+ getEnemyRemaining()
- loadEnemyImgs()
- getTile()
- getX()
- setDirection()
- drawEnemy()
- drawHpBar()
- getNewBarWidth()
- updateAnimationTick()
ThreadUpdate
- gameUpdate
- whatUpdate
- UPS_SET
+ ThreadUpdate()
+ run()
+ updateCoin()
+ updateEnemy()
- updateTower()
- updateWave()
- updateProj()
Render
+ Render()
+ render()
KeyboardListener
+ KeyboardListener()
+ keyTyped()
+ keyPressed()
+ keyReleased()
MyMouseListener
+ MyMouseListener()
+ mouseClicked()
+ mousePressed()
+ mouseReleased()
+ mouseEntered()
+ mouseExited()
+ mouseDragged()
+ mouseMoved()
SceneMethods
+ render()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
GameScene
+ GameScene()
+ getGame()
Playing
+ Playing()
+ initClasses()
+ update()
+ setUp()
+ getTileManager()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getLevelMenu()
+ getImages()
- initButtons()
- initImage()
- resetBoolean()
Menu
+ Menu()
+ update()
+ draw()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ resetButtons()
+ mouseDragged()
- initButtons()
- drawButton()
- importImg()
Level2
- LEVELNAME
- hl
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level2()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- initImages()
- initButtons()
- isEnemySpawn()
- isEnemyDeath()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTileIdx()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Level3
- LEVELNAME
- hl
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level3()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- initImages()
- initButtons()
- isEnemySpawn()
- isEnemyDeath()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTileIdx()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Level1
- LEVELNAME
- hl
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level1()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- initImages()
- initButtons()
- isEnemySpawn()
- isEnemyDeath()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTileIdx()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Level4
- LEVELNAME
- hl
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level4()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- initImages()
- initButtons()
- isEnemySpawn()
- isEnemyDeath()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTileIdx()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Editing
- hl
- drawSelect
- mouseX
- mouseY
- lastTileX
- lastTileY
- lastTileId
- state
+ Editing()
+ setState()
+ initClasses()
+ saveLevel()
+ loadLevel()
+ updateTick()
+ render()
+ drawSelectedTile()
+ setSelectedTile()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getSelectedTile()
- changeTile()
ToolBar
+ ToolBar()
+ draw()
+ drawButton()
+ drawTileButtons()
+ drawSelectedTile()
+ getButtonImage()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ initButtons()
+ saveLevel()
-sprite
+atlas
+tiles
-ACQUA
-STRADA
-ERBA
#bounds
-buttonImg
-soundImg
-buttons
-background
+bounds
-cuori
-towerImgs
-background
-proj_attack
-enemyImgs
-size
-home
-background
-ingranaggio
-c
-c
-d
-tilemanager
-ingranaggio
-gDevice
-game
-gamescreen
-ingranaggio
-ingranaggio
-c
-d
-N1
-N2
-N3
-N4
-d
-c
-d
-c
-d
-c