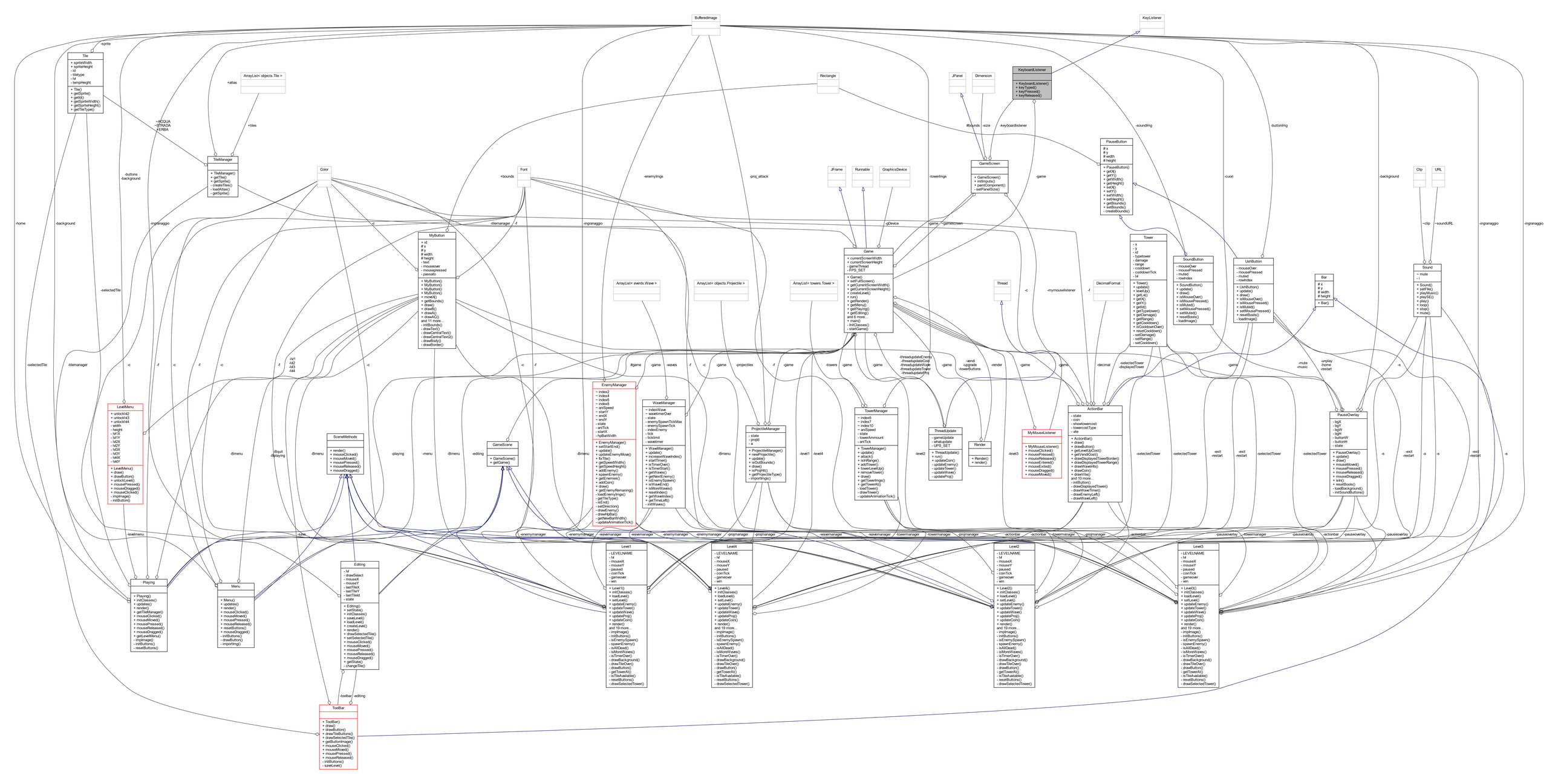
BufferedImage
KeyListener
Tile
+ spriteWidth
+ spriteHeight
- id
- tiletype
- M
- tempHeight
+ Tile()
+ getSprite()
+ getID()
+ getSpriteWidth()
+ getSpriteHeight()
+ getTileType()
ArrayList< objects.Tile >
Rectangle
JPanel
Dimension
KeyboardListener
+ KeyboardListener()
+ keyTyped()
+ keyPressed()
+ keyReleased()
TileManager
+ TileManager()
+ getTile()
+ getSprite()
- createTiles()
- loadAtlas()
- getSprite()
Color
Font
JFrame
Runnable
GraphicsDevice
GameScreen
+ GameScreen()
+ initInputs()
+ paintComponent()
- setPanelSize()
PauseButton
x
y
width
height
+ PauseButton()
+ getX()
+ getY()
+ getWidth()
+ getHeight()
+ setX()
+ setY()
+ setWidth()
+ setHeight()
+ getBounds()
+ setBounds()
- createBounds()
MyButton
+ id
# x
# y
# width
# height
- text
- mouseover
- mousepressed
- passato
+ MyButton()
+ MyButton()
+ MyButton()
+ MyButton()
+ moveX()
+ getBounds()
+ draw()
+ draw()
+ drawA()
+ drawAC()
and 11 more...
- initBounds()
- drawText()
- drawCentralText()
- drawCentralText2()
- drawBody()
- drawBorder()
Game
+ currentScreenWidth
+ currentScreenHeight
- gameThread
- FPS_SET
+ Game()
+ setFullScreen()
+ getCurrentScreenWidth()
+ getCurrentScreenHeight()
+ createLevel()
+ run()
+ getRender()
+ getMenu()
+ getPlaying()
+ getEditing()
and 16 more...
+ main()
- initClasses()
- startGame()
ArrayList< events.Wave >
ArrayList< objects.Projectile >
ArrayList< towers.Tower >
Thread
DecimalFormat
Tower
- x
- y
- id
- typetower
- damage
- range
- cooldown
- cooldownTick
- lvl
+ Tower()
+ update()
+ levelUp()
+ getLvl()
+ getX()
+ getY()
+ getId()
+ getTypetower()
+ getDamage()
+ getRange()
+ getCooldown()
+ isCooldownOver()
+ resetCooldown()
+ setDamage()
+ setRange()
+ setCooldown()
SoundButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ SoundButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ setMuted()
+ resetBools()
- loadImage()
UiInButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ UiInButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ resetBools()
- loadImage()
Bar
x
y
width
height
+ Bar()
Clip
URL
Sound
- mute
- i
+ Sound()
+ setFile()
+ playMusic()
+ playSE()
+ play()
+ loop()
+ stop()
+ mute()
LevelMenu
+ unlockM2
+ unlockM3
+ unlockM4
- width
- height
- M1X
- M1Y
- M2X
- M2Y
- M3X
- M3Y
- M4X
- M4Y
+ LevelMenu()
+ draw()
+ drawButton()
+ unlockLevel()
+ mousePressed()
+ mouseDragged()
+ mouseClicked()
- initImage()
- initButtons()
SceneMethods
+ render()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
GameScene
+ GameScene()
+ getGame()
EnemyManager
~ index2
~ index4
~ index6
~ index8
~ aniSpeed
~ startY
~ enX
~ enY
~ state
~ aniTick
~ startX
~ hpBarWidth
+ EnemyManager()
+ setStartEnd()
+ update()
+ updateEnemyMove()
- fixTile()
+ getSpeedWidth()
+ getSpeedHeight()
+ addEnemy()
+ spawnEnemy()
+ getEnemies()
+ addCoin()
+ getCoin()
+ getEnemyRemaining()
- loadEnemyImgs()
- getTileType()
- isEnd()
- setDirection()
- drawEnemy()
- drawHpBar()
- getNewBarWidth()
- updateAnimationTick()
WaveManager
~ indexWave
~ waveInterOver
~ state
~ enemySpawnTickMax
~ enemySpawnTick
~ indexEnemy
~ tick
~ tickLimit
~ waveInter
+ WaveManager()
+ update()
+ increaseWaveIndex()
+ startTimer()
+ isTimerOver()
+ isTimerStart()
+ getWaves()
+ getNextEnemy()
+ isEnemySpawn()
+ isWaveEnd()
+ isMoreWaves()
+ resetIndex()
+ getWaveIndex()
+ getTimeLeft()
- initWaves()
ProjectileManager
- state
- projId
- s
+ ProjectileManager()
+ newProjectile()
+ update()
+ isOutBounds()
+ draw()
+ isProjHit()
+ getProjectileType()
- importImgs()
TowerManager
~ index6
~ index7
~ index10
~ aniSpeed
~ state
~ towerAmmount
~ aniTick
+ TowerManager()
+ update()
+ attack()
+ isInRange()
+ addTower()
+ towerLevelUp()
+ removeTower()
+ draw()
+ getTowerImgs()
+ getTowerAt()
- loadTower()
- draw Tower()
- updateAnimationTick()
ThreadUpdate
- gameUpdate
- whatupdate
- LIPS_SET
+ ThreadUpdate()
+ run()
- updateCoin()
- updateEnemy()
- updateTower()
- updateWave()
- updateProj()
Render
+ Render()
+ render()
MyMouseListener
+ MyMouseListener()
+ mouseClicked()
+ mousePressed()
+ mouseReleased()
+ mouseEntered()
+ mouseExited()
+ mouseDragged()
+ mouseMoved()
ActionBar
- state
- coin
- showtowercost
- towercostType
- wte
+ ActionBar()
+ draw()
+ drawButton()
+ getLevelUpCost()
+ getVendCost()
+ drawDisplayedTowerBorder()
+ drawDisplayedTowerRange()
+ drawWaveInfo()
+ drawCoin()
+ drawVite()
and 10 more...
- initBuffer()
- drawDisplayedTower()
- drawWaveTimer()
- drawEnemyLeft()
- drawWaveLeft()
PauseOverlay
- bgX
- bgY
- bgW
- bgH
- buttonW
- buttonH
- state
+ PauseOverlay()
+ update()
+ draw()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ sin()
+ resetBools()
- loadBackground()
- initSoundButtons()
Playing
+ Playing()
+ initClasses()
+ updates()
+ render()
+ getTileManager()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getLevelMenu()
- initImage()
- initButtons()
- resetButtons()
Menu
+ Menu()
+ updates()
+ render()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ resetButtons()
+ mouseDragged()
- initButtons()
- drawButton()
- importImg()
Editing
- M
- drawSelect
- mouseX
- mouseY
- lastTileX
- lastTileY
- lastTileId
- state
+ Editing()
+ setState()
+ initClasses()
+ saveLevel()
+ loadLevel()
- createLevel()
+ draw()
+ drawSelectedTile()
+ setSelectedTile()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getState()
- changeTile()
ToolBar
+ ToolBar()
+ draw()
+ drawButton()
- drawTileButtons()
- drawSelectedTile()
+ getButtonImage()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
- initButtons()
- saveLevel()
Level1
- LEVELNAME
- M
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level1()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- initImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- isTileBlocked()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Level4
- LEVELNAME
- M
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level4()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- initImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- isTileBlocked()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Level2
- LEVELNAME
- M
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level2()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- initImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- isTileBlocked()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Level3
- LEVELNAME
- M
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level3()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- initImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- isTileBlocked()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
-sprite
+atlas
+tiles
-WCQUA
-TPRADA
-FERBA
-buttons
-background
+bounds
-enemyImgs
-proj_attack
-towerImgs
#bounds
-size
-keyboardlistener
-game
-soundImg
-buttonImg
-cuori
-background
-clip
-soundURL
-home
-background
-ingranaggio
-c
-f
-ingranaggio
-gDeice
-game
-gamescreen
-ingranaggio
-ingranaggio
-selectedTile
-selectedTile
-tilemanager
-c
-f
-c
-f
-c
-f
-M1
-M2
-M3
-M4
-c
-f
-c
-f
#game
-game
-waves
-f
-c
-game
-projectiles
-f
-game
-towers
-game
-game
-threadupdateEnemy
-threadupdateCoin
-threadupdateWave
-threadupdateTower
-threadupdateProj
-game
-vendi
-upgrade
-towerButtons
-render
-game
-game
-c
-mymouselistener
-f
-decimal
-selectedTower
-displayedTower
-game
-mute
-music
-unplay
-home
-restart
-s
-levelmenu
-tilm
-enemymanager
-enemymanager
-wavemanager
-wavemanager
-enemymanager
-enemymanager
-projmanager
-projmanager
-wavemanager
-wavemanager
-towermanager
towermanager
-projmanager
-actionbar
-actionbar
-towermanager
-projmanager
-actionbar
-pauseoverlay
-timermanager
-pauseoverlay
-actionbar
-pauseoverlay
-pauseoverlay
-toolbar
-editing
-Bmenu
-Bmenu
-quit
-playing
-Bmenu
-playing
-menu
-Bmenu
-editing
-Bmenu
-Bmenu
-level1
-level4
-level2
-level3
-selectedTower
-selectedTower
-exit
-restart
-exit
-restart
-selectedTower
-selectedTower
-exit
-restart
-s
-s
-s
-s
-s