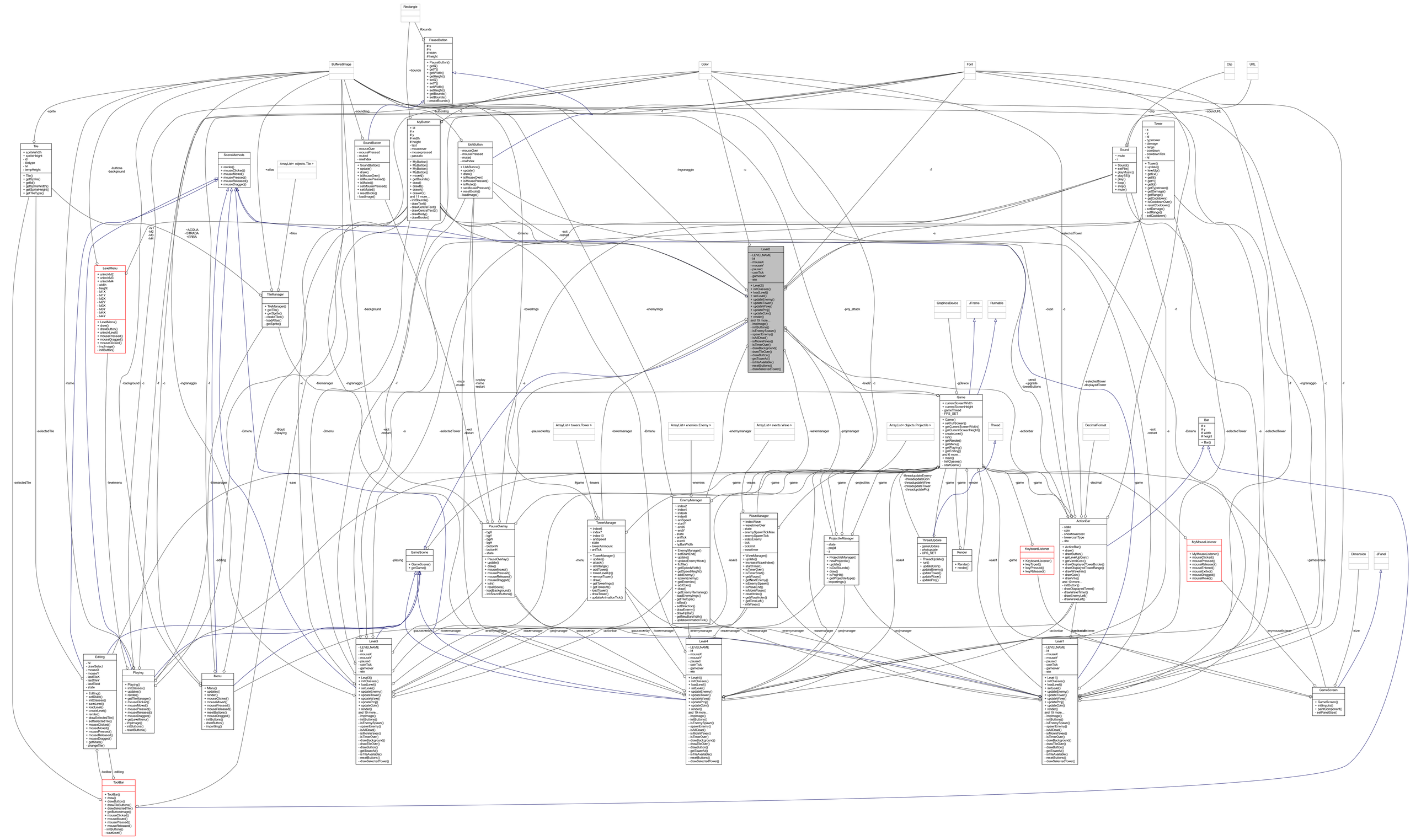
Rectangle
PauseButton
x
y
width
height
+ PauseButton()
+ getX()
+ getY()
+ getWidth()
+ getHeight()
+ setX()
+ setY()
+ setWidth()
+ setHeight()
+ getBounds()
+ setBounds()
- createBounds()
BufferedImage
Color
Font
Clip
URL
Tile
+ spriteWidth
+ spriteHeight
- id
- tiletype
- lvl
- tempHeight
+ Tile()
+ getSprite()
+ getId()
+ getSpriteWidth()
+ getSpriteHeight()
+ getTileType()
SceneMethods
+ render()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
ArrayList< objects.Tile >
SoundButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ SoundButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ setMuted()
+ resetBools()
- loadImage()
MyButton
+ id
# x
# y
# width
# height
- text
- mouseover
- mousepressed
- passato
+ MyButton()
+ MyButton()
+ MyButton()
+ MyButton()
+ move()
+ getBounds()
+ draw()
+ drawB()
+ drawA()
+ drawAC()
and 11 more...
- initBounds()
- initFont()
- drawCentralText()
- drawCentralText2()
- drawBody()
- drawBorder()
UshiButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ UshiButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ resetBools()
- loadImage()
Sound
- mute
- i
+ Sound()
+ setFile()
+ playMusic()
+ playSE()
+ play()
+ loop()
+ stop()
+ mute()
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()
LevelMenu
+ unlockN2
+ unlockN3
+ unlockN4
- width
- height
- N1X
- N1Y
- N2X
- N2Y
- N3X
- N3Y
- N4X
- N4Y
+ LevelMenu()
+ draw()
+ drawButton()
+ unlockLevel()
+ mousePressed()
+ mouseDragged()
+ mouseClicked()
- mpImage()
- initButton()
TileManager
+ TileManager()
+ getTile()
+ getSprite()
- loadAtlas()
- getSprite()
Level2
- LEVELNAME
- M
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level2()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- mpImage()
- initButtons()
- isEnemySpawn()
- isAllDead()
- isMoreWaves()
- isTimeOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
GraphicsDevice
JFrame
Runnable
Game
+ currentScreenWidth
+ currentScreenHeight
- gameThread
- FPS_SET
+ Game()
+ setFullScreen()
+ getCurrentScreenWidth()
+ getCurrentScreenHeight()
+ createLevel()
+ run()
+ setRender()
+ getMenu()
+ getPlaying()
+ getEditing()
and 6 more...
+ main()
- InitClasses()
- startGame()
Thread
DecimalFormat
Bar
x
y
width
height
+ Bar()
ArrayList< towers.Tower >
ArrayList< enemies.Enemy >
ArrayList< events.Wave >
ArrayList< objects.Projectile >
PauseOverlay
- bgX
- bgY
- bgW
- bgH
- buttonW
- buttonH
- state
+ PauseOverlay()
+ update()
+ draw()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ isIn()
- loadBools()
- loadBackground()
- initSoundButtons()
TowerManager
~ indexS
~ index7
~ index10
~ anSpeed
- state
- towerAmmount
- anTick
+ TowerManager()
+ update()
+ attack()
+ isInRange()
+ addTower()
+ towerLevelUp()
+ removeTower()
+ draw()
+ getTowerImg()
+ getTowerAt()
- loadTower()
- drawTower()
- updateAnimationTick()
EnemyManager
~ indexC
~ index4
~ indexS
~ index8
~ anSpeed
~ startY
~ endX
~ endY
- state
- anTick
- hpBar
- hpBarWidth
+ EnemyManager()
+ setStartEnd()
+ update()
+ updateEnemyMove()
+ draw()
+ getTileSize(int)
+ getSpeedHeight()
+ addEnemy()
+ spawnEnemy()
+ getEnemies()
+ addCoin()
+ draw()
+ getEnemyRemaining()
- loadEnemyImgs()
- getTileType()
- getTileX()
- setDirection()
- drawEnemy()
- drawHpBar()
- getNewBarWidth()
- updateAnimationTick()
WaveManager
+ IndexWave
+ waveOverOver
- state
- enemySpawnTickMax
- enemySpawnTick
- indexEnemy
- tick
- tickLimit
- wavetimer
+ WaveManager()
+ update()
+ increaseWaveIndex()
- startTimer()
- isTimerOver()
- isTimerStart()
- getWaves()
- getNextEnemy()
- getNextSpawn()
- isWaveEnd()
- isMoreWaves()
- resetIndex()
- getWaveIndex()
- getTimeLeft()
- initWaves()
ProjectileManager
- state
- projId
- it
+ ProjectileManager()
+ newProjectile()
+ update()
+ isOutBounds()
+ draw()
+ isProjHit()
+ getProjectileType()
- importImgs()
ThreadUpdate
- gameUpdate
- whatUpdate
- UPS_SET
+ ThreadUpdate()
+ run()
+ updateCoin()
- updateEnemy()
- updateTower()
- updateWave()
- updateProj()
Render
+ Render()
+ render()
KeyboardListener
+ KeyboardListener()
+ keyTyped()
+ keyPressed()
+ keyReleased()
ActionBar
- state
- coin
- showtowercost
- towercostType
- vite
+ ActionBar()
+ draw()
+ drawButton()
+ getLevelUpCost()
+ getVendsCost()
+ drawSelectedTowerBorder()
+ drawDisplayedTowerRange()
+ drawWaveInfo()
+ drawCoin()
+ drawVite()
and 10 more...
- initButton()
- drawDisplayedTower()
- drawWaveTimer()
- drawEnemyLeft()
- drawWaveLeft()
MyMouseListener
+ MyMouseListener()
+ mouseClicked()
+ mousePressed()
+ mouseReleased()
+ mouseEntered()
+ mouseExited()
+ mouseDragged()
+ mouseMoved()
Dimension
JPanel
GameScene
+ GameScene()
+ getGame()
Menu
+ Menu()
+ update()
+ render()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
- initButtons()
- drawButton()
- importImg()
Playing
+ Playing()
+ initClasses()
+ update()
+ render()
+ getTileManager()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getLevelMenu()
- mpImage()
- initButtons()
- resetButtons()
Editing
- M
- drawSelect
- mouseX
- mouseY
- lastTileX
- lastTileY
- lastTiled
- state
+ Editing()
+ setState()
+ initClasses()
+ saveLevel()
+ loadLevel()
+ update()
+ render()
- drawSelectedTile()
+ setSelectedTile()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getState()
- changeTile()
ToolBar
+ ToolBar()
+ draw()
+ drawButton()
+ drawTileButtons()
+ drawSelectedTile()
+ getBufferImage()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
- initButtons()
- saveLevel()
Level3
- LEVELNAME
- M
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level3()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- mpImage()
- initButtons()
- isEnemySpawn()
- isAllDead()
- isAllDead()
- isMoreWaves()
- isTimeOver()
- drawBackground()
- 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...
- mpImage()
- initButtons()
- isEnemySpawn()
- isAllDead()
- isAllDead()
- isMoreWaves()
- isTimeOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Level1
- LEVELNAME
- M
- mouseX
- mouseY
- paused
- coinTick
- gameover
- win
+ Level1()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 19 more...
- mpImage()
- initButtons()
- isEnemySpawn()
- isAllDead()
- isAllDead()
- isMoreWaves()
- isTimeOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
GameScreen
+ GameScreen()
+ initInputs()
+ paintComponent()
- setPanelSize()