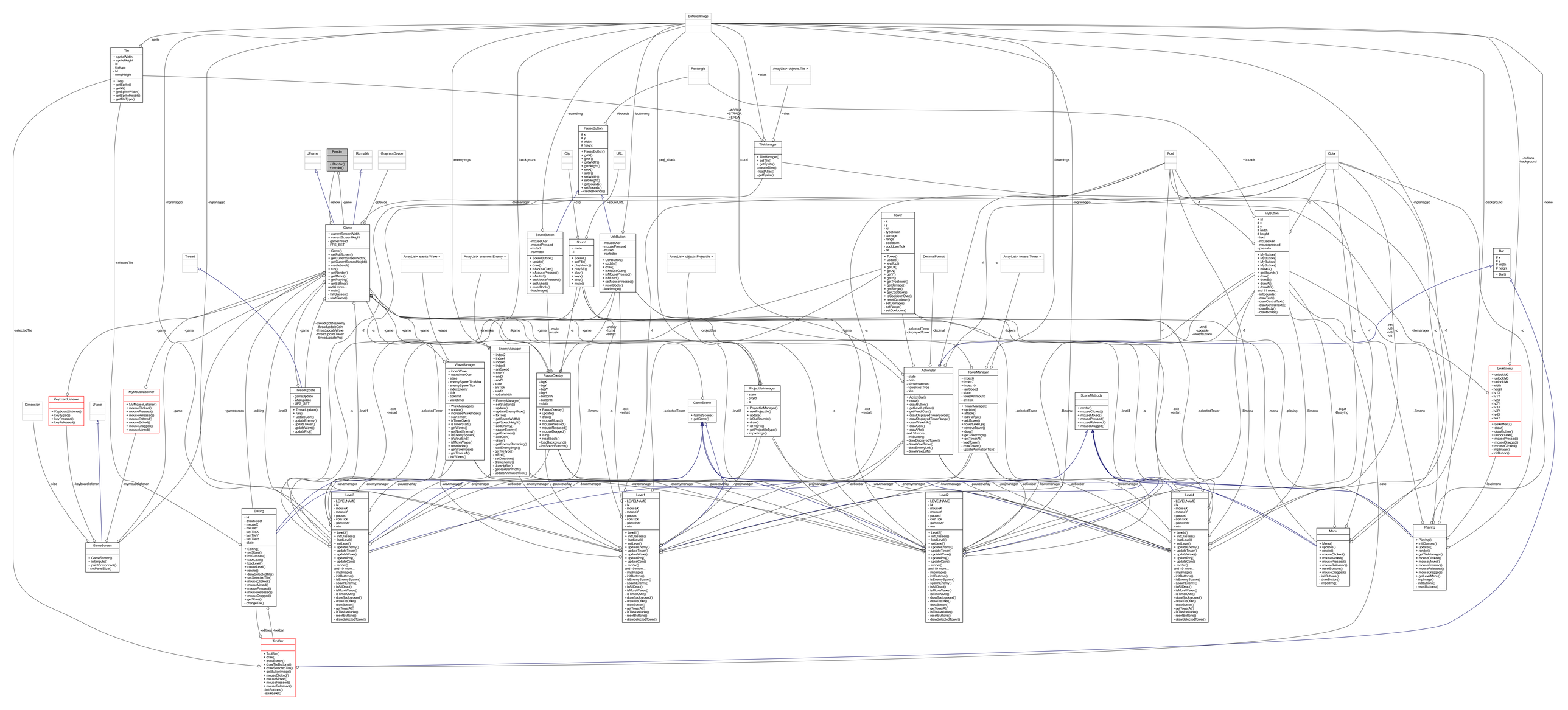
BufferedImage
Tile
+ spriteWidth
+ spriteHeight
- id
- tileType
- M
- tempHeight
+ Tile()
+ getSprite()
+ getId()
+ getSpriteWidth()
+ getSpriteHeight()
+ getTileType()
Rectangle
ArrayList< objects.Tile >
TileManager
+ TileManager()
+ getTile()
+ getSprite()
+ createTiles()
- loadAtlas()
- getSprite()
PauseButton
# x
# y
# width
# height
+ PauseButton()
+ getX()
+ getY()
+ getWidth()
+ getHeight()
+ setX()
+ setY()
+ setWidth()
+ setHeight()
+ getBounds()
+ setBounds()
- createBounds()
JFrame
Render
+ Render()
+ render()
Runnable
GraphicsDevice
Clip
URL
Font
Color
Game
+ currentScreenWidth
+ currentScreenHeight
- gameThread
- FPS_SET
+ Game()
+ setFullScreen()
+ getCurrentScreenWidth()
+ getCurrentScreenHeight()
+ createLevel()
+ run()
+ getState()
+ getMenu()
+ getPlaying()
+ getEditing()
and 6 more...
+ main()
- initClasses()
- startGame()
SoundButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ SoundButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMouseOver()
+ setMousePressed()
+ setMuted()
+ resetBools()
- loadImage()
Sound
~ mute
- l
+ Sound()
+ setFile()
+ playMusic()
+ playSE()
+ play()
+ loop()
+ stop()
+ mute()
UrmButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ UrmButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMouseOver()
+ setMousePressed()
+ resetBools()
- loadImage()
Tower
- x
- y
- id
- typetower
- damage
- range
- cooldown
- cooldownTick
- lvl
+ Tower()
+ getDmg()
+ levelUp()
+ getLvl()
+ getX()
+ getY()
+ getId()
+ getTypetower()
+ getCooldown()
+ getRange()
+ getGoldown()
+ isCooldownOver()
+ resetCooldown()
- setDamage()
- setRange()
- setCooldown()
DecimalFormat
ArrayList< towers.Tower >
MyButton
+ id
# x
# y
# width
# height
- text
- mouseover
- mousepressed
- passato
+ MyButton()
+ MyButton()
+ MyButton()
+ MyButton()
+ move()
+ getBounds()
+ update()
+ draw()
+ drawA()
+ drawA(2)
and 11 more...
- drawBorder()
- drawText()
- drawCentralText()
- drawCentralText2()
- drawBody()
- drawBorder()
Bar
# x
# y
# width
# height
+ Bar()
Thread
ArrayList< events.Wave >
ArrayList< enemies.Enemy >
ArrayList< objects.Projectile >
Dimension
KeyboardListener
+ KeyboardListener()
+ keyTyped()
+ keyPressed()
+ keyReleased()
JPanel
MyMouseListener
+ MyMouseListener()
+ mouseClicked()
+ mousePressed()
+ mouseReleased()
+ mouseEntered()
+ mouseExited()
+ mouseDragged()
+ mouseMoved()
ThreadUpdate
- gameUpdate
- whatUpdate
- UPS_SET
+ ThreadUpdate()
+ run()
+ updateCoin()
- updateEnemy()
- updateTower()
- updateWave()
- updateProj()
WaveManager
- indexWave
- waitatTimerOver
- state
- enemySpawnTickMax
- enemySpawnTick
- indexEnemy
- tick
- waitint
- waiatimer
+ WaveManager()
+ update()
+ getNumberWaveIndex()
+ startTimer()
+ isTimerOver()
+ isTimerStart()
+ getWaves()
+ getNextEnemy()
+ isEnemySpawn()
+ isAllDeadWave()
+ isMoreWaves()
+ resetIndex()
+ getWaveIndex()
+ getTimeLeft()
- initWaves()
EnemyManager
~ index2
~ index4
~ index5
~ index6
~ arrSpeed
~ startY
~ endX
~ endY
~ state
~ tick
~ startX
~ hpBarWidth
+ EnemyManager()
+ getNumberEnemy()
+ update()
+ updateEnemyMove()
+ fixTile()
+ getSpeedWidth()
+ getSpeedHeight()
+ addEnemy()
+ getNextEnemy()
+ getEnemies()
+ addCoin()
+ draw()
+ getEnemyRemaining()
+ loadEnemyImgs()
- getTileType()
- getX()
- setDirection()
- drawEnemy()
- drawHpBar()
- getNewBarWidth()
- updateAnimationTick()
PauseOverlay
- bgX
- bgY
- bgW
- bgH
- buttonW
- buttonH
- state
+ PauseOverlay()
+ update()
+ draw()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ isIn()
- loadBackgroud()
- loadBackgroundS
- initSoundButtons()
GameScene
+ GameScene()
+ getGame()
ProjectileManager
- state
- projid
- s
+ ProjectileManager()
+ newProjectile()
+ update()
+ isOutBounds()
+ draw()
+ isProjid()
+ getProjectileType()
- importImgs()
ActionBar
- state
- coin
- showtowercost
- towerselType
- sw
+ ActionBar()
+ draw()
+ isIn(Action)
+ getLevelUpCost()
+ getVendCost()
- drawDisplayedTowerBorder()
- drawDisplayedTowerRange()
+ drawWaveInfo()
+ drawCoin()
+ drawLvlUp()
and 10 more...
- initButtons()
- drawDisplayedTower()
- drawWaveTimer()
- drawEnemyLeft()
- drawWaveLeft()
TowerManager
~ index6
~ index7
~ index10
~ arrSpeed
~ state
~ towerAmmount
~ arrTick
+ TowerManager()
+ update()
+ isIn()
+ isInRange()
+ addTower()
+ towerLevelUp()
+ removeTower()
+ draw()
+ getTowerImgs()
+ getTower()
- loadTower()
- drawTower()
- updateAnimationTick()
SceneMethods
+ render()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
LeveIMenu
+ unlockM2
+ unlockM3
+ unlockM4
- width
- height
- lvlX
- lvlY
- M2X
- M2Y
- M3X
- M3Y
- M4X
- M4Y
+ LeveIMenu()
+ draw()
+ drawButtons()
+ unlockLevel()
+ mouseMoved()
+ mouseDragged()
+ mouseClicked()
+ mouseImage()
- initButton()
GameScreen
+ GameScreen()
+ initInputs()
+ paintComponent()
- setPanelSize()
Editing
- M
- drawSelect
- mouseX
- mouseY
- lastTileX
- lastTileY
- lastField
- state
+ Editing()
+ setState()
+ initClasses()
+ loadLevel()
+ loadLevel()
+ resetLevel()
+ render()
+ drawSelectedTile()
+ setSelectedTile()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getState()
- changeTile()
ToolBar
+ ToolBar()
+ draw()
+ drawButtons()
+ drawSelectedTile()
+ getButtonImage()
+ 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...
- imgImage()
- initButtons()
- isEnemySpawn()
- isEnemyDeath()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackgroundt()
- drawTileOwer()
- drawButton()
- getTowerX()
- 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...
- imgImage()
- initButtons()
- isEnemySpawn()
- isEnemyDeath()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackgroundt()
- drawTileOwer()
- drawButton()
- getTowerX()
- 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...
- imgImage()
- initButtons()
- isEnemySpawn()
- isEnemyDeath()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackgroundt()
- drawTileOwer()
- drawButton()
- getTowerX()
- 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...
- imgImage()
- initButtons()
- isEnemySpawn()
- isEnemyDeath()
- isAllDead()
- isMoreWaves()
- isTimerOver()
- drawBackgroundt()
- drawTileOwer()
- drawButton()
- getTowerX()
- isTileAvailable()
- resetButtons()
- drawSelectedTower()
Menu
+ Menu()
+ updates()
+ render()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ resetButtons()
+ mouseDragged()
- initButtons()
- drawButton()
- importImg()
Playing
+ Playing()
+ initClasses()
+ updates()
+ render()
+ getTileManager()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getLeveMenu()
- imgImage()
- initButtons()
- resetButtons()
~ AOQUA
~ STRADA
~ ERBA
+ atlas
+ tiles
-sprite
-soundImg
#bounds
-buttonImg
-enemyImgs
-background
-proj_attack
-cuori
-towerImgs
+bounds
-buttons
-background
-home
-ingranaggio
-ingranaggio
-selectedTile
-dimmanager
-clip
-soundURL
-ingranaggio
-f
-ingranaggio
-background
-selectedTile
-game
-game
-threadupdateEnemy
-threadupdateCoin
-threadupdateWave
-threadupdateTower
-threadupdateProj
-f
<
-game
-game
-game
-waves
-enemies
#game
-game
-mute
-music
-s
-game
-unpause
-home
-restart
-f
-projectiles
-game
<
-selectedTower
-displayedTower
-decimal
-towers
-f
-vendi
-upgrade
-towerButtons
-f
<
-f
-exit
-out
-out2
-out3
-out4
-s
-dimmanager
<
-f
<
-size
-keyboardlistener
-mymouseMlistener
-gamescreen
-editing
-level3
-s
-level1
-exit
-restart
-selectedTower
-selectedTower
-dimmenu
-s
-exit
-restart
-selectedTower
-level2
-s
-exit
-restart
-selectedTower
-dimmenu
-menu
-playing
-dimmenu
-input
-dplaying
-dimmenu
-levelmenu
-editing
-toolbar
-wavemanager
-enemymanager
-pauseoverlay
-wavemanager
-projmanager
-actionbar
-enemymanager
-pauseoverlay
-towermanager
-wavemanager
-enemymanager
-pauseoverlay
-projmanager
-projmanager
-actionbar
-wavemanager
-enemymanager
-towermanager
-pauseoverlay
-projmanager
-actionbar
-towermanager
-actionbar
-towermanager
-save