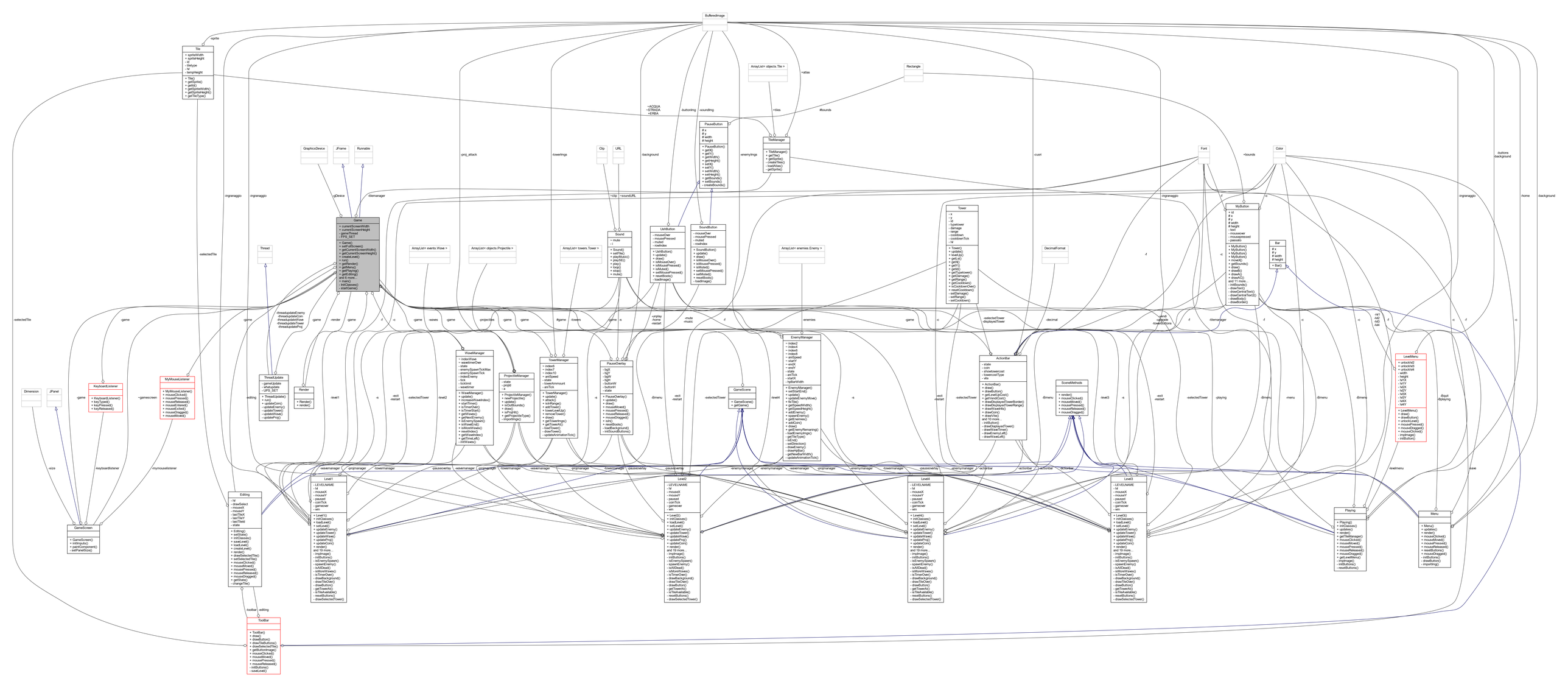
BufferedImage
Tile
+ spriteWidth
+ spriteHeight
- id
- tileType
- tempHeight
+ Tile()
+ getSprite()
+ getID()
+ getSpriteWidth()
+ getSpriteHeight()
+ getTileType()
ArrayList< objects.Tile >
Rectangle
PauseButton
x
y
width
height
+ PauseButton()
+ getX()
+ getY()
+ getWidth()
+ getHeight()
+ setX()
+ setY()
+ setWidth()
+ setHeight()
+ getBounds()
+ setBounds()
- createBounds()
TileManager
+ TileManager()
+ getTile()
+ getSprite()
- createTiles()
+ getTileIndex()
- getSprite()
GraphicsDevice
JFrame
Runnable
Clip
URL
Font
Color
Game
+ currentScreenWidth
+ currentScreenHeight
- gameThread
- FPS_SET
+ Game()
+ setFullScreen()
+ getCurrentScreenWidth()
+ getCurrentScreenHeight()
+ createLevel()
+ getTile()
+ getRender()
+ getMenu()
+ getPlaying()
+ getEditing()
and 6 more...
- initClasses()
- startGame()
Sound
~ mute
- i
+ Sound()
+ setFile()
+ playMusic()
+ stopMusic()
+ play()
+ loop()
+ stop()
+ mute()
UrlButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ UrlButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ resetBools()
- loadImage()
SoundButton
- mouseOver
- mousePressed
- muted
- rowIndex
+ SoundButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ setMuted()
+ resetBools()
- loadImage()
Tower
- x
- y
- id
- typetower
- damage
- range
- cooldown
- lastcooldownTick
- w
+ Tower()
+ getId()
+ setId(p)
+ getLvl()
+ getX()
+ getY()
+ setY()
+ getTypetower()
+ getDamage()
+ getRange()
+ getCooldown()
+ isCooldownOver()
+ resetCooldown()
+ setDamage()
+ setRange()
+ setCooldown()
MyButton
+ id
# x
# y
# width
# height
- text
- mouseover
- mousepressed
- passato
+ MyButton()
+ MyButton()
+ MyButton()
+ MyButton()
+ getId()
+ getBounds()
+ draw()
+ draw()
+ draw()
and 11 more...
- initBounds()
- drawText()
- drawCentreText()
- drawCentreTextX()
- drawBody()
- drawBorder()
Bar
x
y
width
height
+ Bar()
Thread
ArrayList< events.Wave >
ArrayList< objects.Projectile >
ArrayList< towers.Tower >
ArrayList< enemies.Enemy >
DecimalFormat
WaveManager
~ indexWave
~ waveTimerOver
- state
- enemySpawnTickMax
- enemySpawnTick
- indexEnemy
- enemy
- tickInit
- wavetimer
+ WaveManager()
+ getWave()
+ increaseWaveIndex()
+ startTimer()
+ isTimerOver()
+ isTimerStart()
+ resetTimer()
+ getNextEnemy()
+ isEnemySpawn()
+ isNextWave()
+ isMoreWaves()
+ resetIndex()
+ getTravelIndex()
+ getWaveNum()
+ initWaves()
ProjectileManager
- state
- projid
- a
+ ProjectileManager()
+ newProjectile()
+ update()
+ getBounds()
+ draw()
+ isProjHit()
+ getProjectileType()
- importImgs()
TowerManager
~ indexX
~ indexY
~ index10
~ arrSpeed
~ tower
~ towerAmmount
~ arrTick
+ TowerManager()
+ getTower()
+ attack()
+ isInRange()
+ addTower()
+ towerLevelUp()
+ deleteTower()
+ draw()
+ getTowerImgs()
+ getTowerAt()
- loadTower()
- drawTower()
- updateAnimationTick()
PauseOverlay
- bgX
- bgY
- bgW
- bgH
- buttonH
- buttonW
- state
+ PauseOverlay()
+ update()
+ draw()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ isIn()
+ resetBools()
- loadBackground()
- initSoundButtons()
EnemyManager
~ index2
~ index4
~ indexS
~ indexE
~ arrSpeed
~ startY
~ endX
~ endY
~ arrTick
~ arrTick
~ startX
~ hpBarWidth
+ EnemyManager()
+ setStartEnd()
+ update()
+ updateEnemyMove()
+ fixTile()
+ getHpBarWidth()
+ getSpeedHeight()
+ addEnemy()
+ spawnEnemy()
+ getEnemies()
+ addCoin()
+ draw()
+ getEnemyRemaining()
- loadEnemyImgs()
+ getTileType()
+ isEnd()
+ setDirection()
+ getDirection()
- drawHpBar()
- getNewBarWidth()
- updateAnimationTick()
ActionBar
- state
- coin
- towercost
- towercostType
- w
+ ActionBar()
+ draw()
+ drawButton()
+ getLevelUpCost()
+ getVendCost()
+ drawDisplayedTowerBorder()
+ drawDisplayedTowerRange()
+ drawWaveInfo()
+ drawCoin()
+ drawWave()
and 10 more...
- initButtons()
- drawDisplayedTower()
- drawWaveTimer()
- drawEnemyLeft()
- drawWaveLeft()
SceneMethods
+ render()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
LevelMenu
+ unlockW2
+ unlockW3
+ unlockW4
- width
- height
- w1X
- w1Y
- w2X
- w2Y
- w3X
- w3Y
- w4X
- w4Y
+ LevelMenu()
+ draw()
+ drawButton()
+ unlockLevel()
+ mousePressed()
+ mouseDragged()
+ mouseClicked()
- imgImage()
+ initButtons()
Dimension
JPanel
KeyboardListener
+ KeyboardListener()
+ keyTyped()
+ keyPressed()
+ keyReleased()
MyMouseListener
+ MyMouseListener()
+ mouseClicked()
+ mousePressed()
+ mouseReleased()
+ mouseEntered()
+ mouseDragged()
+ mouseMoved()
ThreadUpdate
- gameUpdate
- whatupdate
- UPS_SET
+ ThreadUpdate()
+ run()
+ updateCoin()
- updateEnemy()
- updateTower()
- updateWave()
- updateProj()
Render
+ Render()
+ render()
GameScene
+ GameScene()
+ getGame()
Editing
- M
- drawSelect
- mouseX
- mouseY
- lastTick
- lastTileY
- lastTileId
- state
+ Editing()
+ getState()
+ setState()
+ initClasses()
+ loadLevel()
+ loadLevel()
+ createLevel()
+ render()
+ drawSelectedTile()
+ drawSelectedTile()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getState()
- changeTile()
GameScreen
+ GameScreen()
+ initInputs()
+ paintComponent()
- setPanelSize()
ToolBar
+ ToolBar()
+ draw()
+ drawButton()
+ drawSelectedTile()
+ getButtonImage()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
- initButtons()
- saveLevel()
Level1
- LEVELNAME
- M
- mouseX
- mouseY
- lastTick
- coinTick
- gameover
- win
+ Level1()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 21 more...
- imgImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isMouseIn()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- resetButtons()
- drawSelectedTower()
Level2
- LEVELNAME
- M
- mouseX
- mouseY
- lastTick
- coinTick
- gameover
- win
+ Level2()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 21 more...
- imgImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isMouseIn()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- resetButtons()
- drawSelectedTower()
Level4
- LEVELNAME
- M
- mouseX
- mouseY
- lastTick
- coinTick
- gameover
- win
+ Level4()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 21 more...
- imgImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isMouseIn()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- resetButtons()
- drawSelectedTower()
Level3
- LEVELNAME
- M
- mouseX
- mouseY
- lastTick
- coinTick
- gameover
- win
+ Level3()
+ initClasses()
+ loadLevel()
+ setLevel()
+ updateEnemy()
+ updateTower()
+ updateWave()
+ updateProj()
+ updateCoin()
+ render()
and 21 more...
- imgImage()
- initButtons()
- isEnemySpawn()
- spawnEnemy()
- isMouseIn()
- isMoreWaves()
- isTimerOver()
- drawBackground()
- drawTileOver()
- drawButton()
- getTowerAt()
- resetButtons()
- drawSelectedTower()
Playing
+ Playing()
+ initClasses()
+ updates()
+ draw()
+ getTileManager()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
+ getLevelMenu()
- imgImage()
- initButtons()
- resetButtons()
Menu
+ Menu()
+ updates()
+ draw()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
+ mouseDragged()
- initButtons()
- drawButton()
- importImg()
-selectedTile
-game
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-tileManager
-cursor
-tileImgs
-enemyImgs
-tiles
-bounds
-background
-home
-buttons
-soundImg
-soundURL
-clip
-atlas
-cursor
-selectedTower
-displayedTower
-decimal
-vendCoin
-coinBuffer
-waves
-projectiles
-towers
-enemies
-pause
-playing
-menu
-editing
-gamescreen
-size
-keyboardListener
-mymouselistener
-toolbar
-exit
-restart
-level1
-level2
-level3
-level4
-lvlmenu
-actionbar
-drawMenu
-drawing
-displaying
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-A1
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-threadupdateEnemy
-threadupdateColn
-threadupdateWave
-threadupdateTower
-threadupdateProj
-qrcd_attack
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-buttonImg
-soundImg
-cursor
-home
-background
-buttons
-background
-selectedTile
-selectedTower
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-decimal
-vendCoin
-coinBuffer
-waves
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-threadupdateWave
-threadupdateTower
-threadupdateProj