TeamTris

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TeamTris
CS407

Contents

1 StartScreen

Description: Startscreen will build the startscreen and create all the buttons needed for the user to get into a game with their friends. The mouseClicks and the keyboard imports all all forwarded to this class when gamestate == 0

1.1 constructor

Description:

```
int x = 5;
```

```
hahha int x = 6;
```

Parameters:
void : constructor takes no params

Returns:
StartScreen : An object of start class class

1.2 constructor2

Author: Steven Dellamore

```
constructor ()
```

Description:

```
int x = 5;
```

```
hahha int x = 6;
```

Parameters:
void : constructor takes no params

Returns:
StartScreen : An object of start class class

1.2.1   IAmAMethod

Author: Steven Dellamore

```
constructor()
```

Description:

```
int x = 5;
```

```
hahha int x = 6;
```

Parameters:
void : constructor takes no params
void2 : constructor take2s no params

Returns:
void

2   StartScreen2

Author: Steven Dellamore

Description: Startscreen will build the startscreen and create all the buttons needed for the user to get into a game with their friends. The mouseClicks and the keyboard imports all all forwarded to this class when gamestate == 0