


Fighter

△ xCoord: float
△ yCoord: float
△ sideIndicator: boolean
△ pseudo: String
△ textureTick: int
△ texture: Texture
△ sprite: Sprite
△ sound: Sound
△ idle: Texture[]
△ Walk: Texture[]
△ attackTexture: Texture[][]
△ textureHeight: float
△ textureWidth: float
△ currentAttack: int
△ attack: boolean
△ shield: boolean
△ attackDuration: int
△ HP: float
△ bonusHP: float
△ currentSpeed: int
△ currentStrength: float
△ shieldAbilities: boolean

▲ Fighter(name: String)
● getxCoord(): float
● getyCoord(): float
● setxCoord(xCoord: float): void
● setyCoord(yCoord: float): void
● getHP(): float
● setHP(hP: float): void
● getCurrentSpeed(): int
● setCurrentSpeed(currentSpeed: int): void
● getCurrentStrength(): float
● setCurrentStrength(currentStrength: float): void
● setSideIndicator(sideIndicator: boolean): void
● getTextureTick(): int
● setTextureTick(textureTick: int): void
● getCurrentAttack(): int
● setCurrentAttack(currentAttack: int): void
● isAttack(): boolean
● setAttack(attack: boolean): void
● isShield(): boolean
● setShield(shield: boolean): void
● getAttackDuration(): int
● setAttackDuration(attackDuration: int): void
● getSprite(): Sprite
● getSound(): Sound
● setShieldAbilities(shieldAbilities: boolean): void
● isShieldAbilities(): boolean
● getBonusHP(): float
● setBonusHP(bonusHP: float): void
▲ walkL(): void
▲ walkR(): void
▲ idle(): void
▲ fight(): void
▲ hit(enemy: Enemy): void
▲ reach(enemy: Enemy): boolean
▲ reset(): void

 Item
<div><div>△ xCoord: float</div><div>△ yCoord: float</div><div>△ iT: itemType</div><div>△ ItemSkins: Texture[]</div><div>△ textureHeight: float</div><div>△ textureWidth: float</div><div>△ deathCountdown: int</div><div>△ effectCountdown: int</div><div>△ sound: Sound</div></div>
<div><div>▲ Item(itemName: String)</div><div>▲ locate(): float[]</div><div>▲ effect(player: Fighter): void</div><div>▲ clearEffect(player: Fighter): void</div><div>▲ move(): Boolean</div><div>● getSound(): Sound</div></div>

Enemy

△ xCoord: float
△ yCoord: float
△ sideIndicator: boolean
△ textureTick: int
△ texture: Texture
△ sprite: Sprite
△ Idle: Texture[]
△ Walk: Texture[]
△ deathTexture: Texture[]
△ attackTexture: Texture[][]
△ sound: Sound
△ textureHeight: float
△ textureWidth: float
△ currentAttack: int
△ attack: boolean
△ enemyDeath: boolean
△ attackDuration: int
△ HP: float
△ currentSpeed: int
△ currentStrength: float

▲ Enemy(enemyClass: int)
● getxCoord(): float
● getyCoord(): float
● setxCoord(xCoord: float): void
● setyCoord(yCoord: float): void
● getHP(): float
● setHP(hP: float): void
● getSprite(): Sprite
▲ right(): void
▲ left(): void
▲ idle(): void
▲ pattern(player: Fighter): boolean
▲ playerDirection(player: Fighter): int
▲ fight(currentAttack: int, player: Fighter): void
▲ reset(): void

Floor

△ floor: int
△ background: Texture
△ floorTexture: Texture
△ startMenu: Texture
△ gameOverMenu: Texture
△ pauseMenu: Texture
△ reward: Item
△ chestT: Texture
△ chestS: Sprite
△ chestB: boolean

▲ Floor(floor: int)
● getFloor(): int
● setFloor(floor: int): void
● getBackground(): Texture
● setBackground(background: Texture): void
● getReward(): Item
● setReward(reward: Item): void
● getFloorTexture(): Texture
● setFloorTexture(floorTexture: Texture): void
● getStartMenu(): Texture
● setStartMenu(startMenu: Texture): void
● getGameOverMenu(): Texture
● setGameOverMenu(gameOverMenu: Texture): void
● getPauseMenu(): Texture
● setPauseMenu(pauseMenu: Texture): void
● getChestS(): Sprite
● setChestS(chest: Sprite): void
● getChestT(): Texture
● setChestT(chestT: Texture): void
● isChestB(): boolean
● setChestB(chestB: boolean): void
▲ reward(player: Fighter): void
▲ rewardAppear(xcoord: float): void

