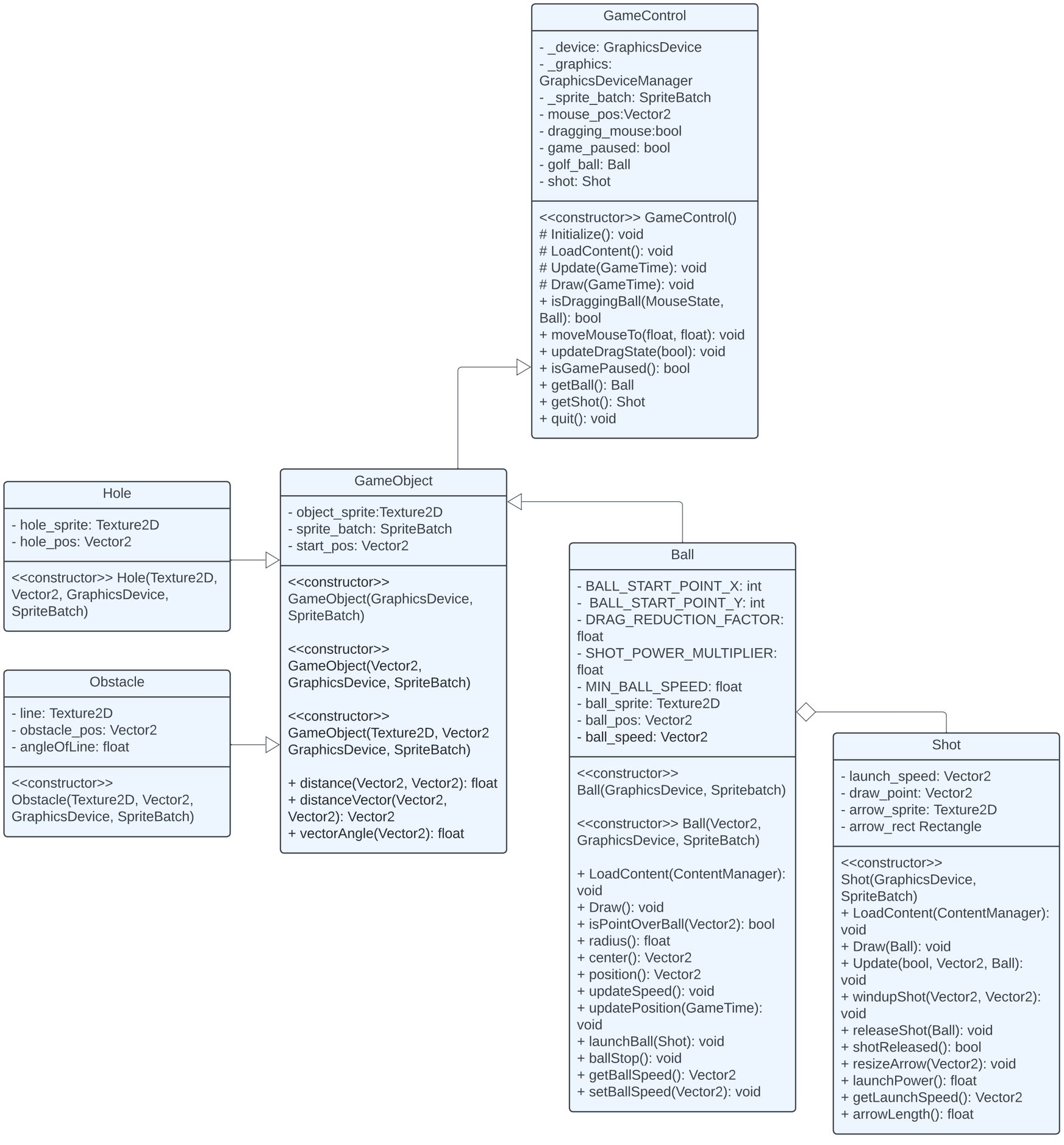
GameControl
- _device: GraphicsDevice
- _graphics: GraphicsDeviceManager
- _sprite_batch: SpriteBatch
- mouse_pos:Vector2
- dragging_mouse:bool
- game_paused: bool
- golf_ball: Ball
- shot: Shot
<<constructor>> GameControl()
Initialize(): void
LoadContent(): void
Update(GameTime): void
Draw(GameTime): void
+ isDraggingBall(MouseState, Ball): bool
+ moveMouseTo(float, float): void
+ updateDragState(bool): void
+ isGamePaused(): bool
+ getBall(): Ball
+ getShot(): Shot
+ quit(): void
Hole
- hole_sprite: Texture2D
- hole_pos: Vector2
<<constructor>> Hole(Texture2D, Vector2, GraphicsDevice, SpriteBatch)
Obstacle
- line: Texture2D
- obstacle_pos: Vector2
- angleOfLine: float
<<constructor>> Obstacle(Texture2D, Vector2, GraphicsDevice, SpriteBatch)
GameObject
- object_sprite:Texture2D
- sprite_batch: SpriteBatch
- start_pos: Vector2
<<constructor>> GameObject(GraphicsDevice, SpriteBatch)
<<constructor>> GameObject(Vector2, GraphicsDevice, SpriteBatch)
<<constructor>> GameObject(Texture2D, Vector2 GraphicsDevice, SpriteBatch)
+ distance(Vector2, Vector2): float
+ distanceVector(Vector2, Vector2): Vector2
+ vectorAngle(Vector2): float
Ball
- BALL_START_POINT_X: int
- BALL_START_POINT_Y: int
- DRAG_REDUCTION_FACTOR: float
- SHOT_POWER_MULTIPLIER: float
- MIN_BALL_SPEED: float
- ball_sprite: Texture2D
- ball_pos: Vector2
- ball_speed: Vector2
<<constructor>> Ball(GraphicsDevice, Spritebatch)
<<constructor>> Ball(Vector2, GraphicsDevice, SpriteBatch)
+ LoadContent(ContentManager): void
+ Draw(): void
+ isPointOverBall(Vector2): bool
+ radius(): float
+ center(): Vector2
+ position(): Vector2
+ updateSpeed(): void
+ updatePosition(GameTime): void
+ launchBall(Shot): void
+ ballStop(): void
+ getBallSpeed(): Vector2
+ setBallSpeed(Vector2): void
Shot
- launch_speed: Vector2
- draw_point: Vector2
- arrow_sprite: Texture2D
- arrow_rect Rectangle
<<constructor>> Shot(GraphicsDevice, SpriteBatch)
+ LoadContent(ContentManager): void
+ Draw(Ball): void
+ Update(bool, Vector2, Ball): void
+ windupShot(Vector2, Vector2): void
+ releaseShot(Ball): void
+ shotReleased(): bool
+ resizeArrow(Vector2): void
+ launchPower(): float
+ getLaunchSpeed(): Vector2
+ arrowLength(): float