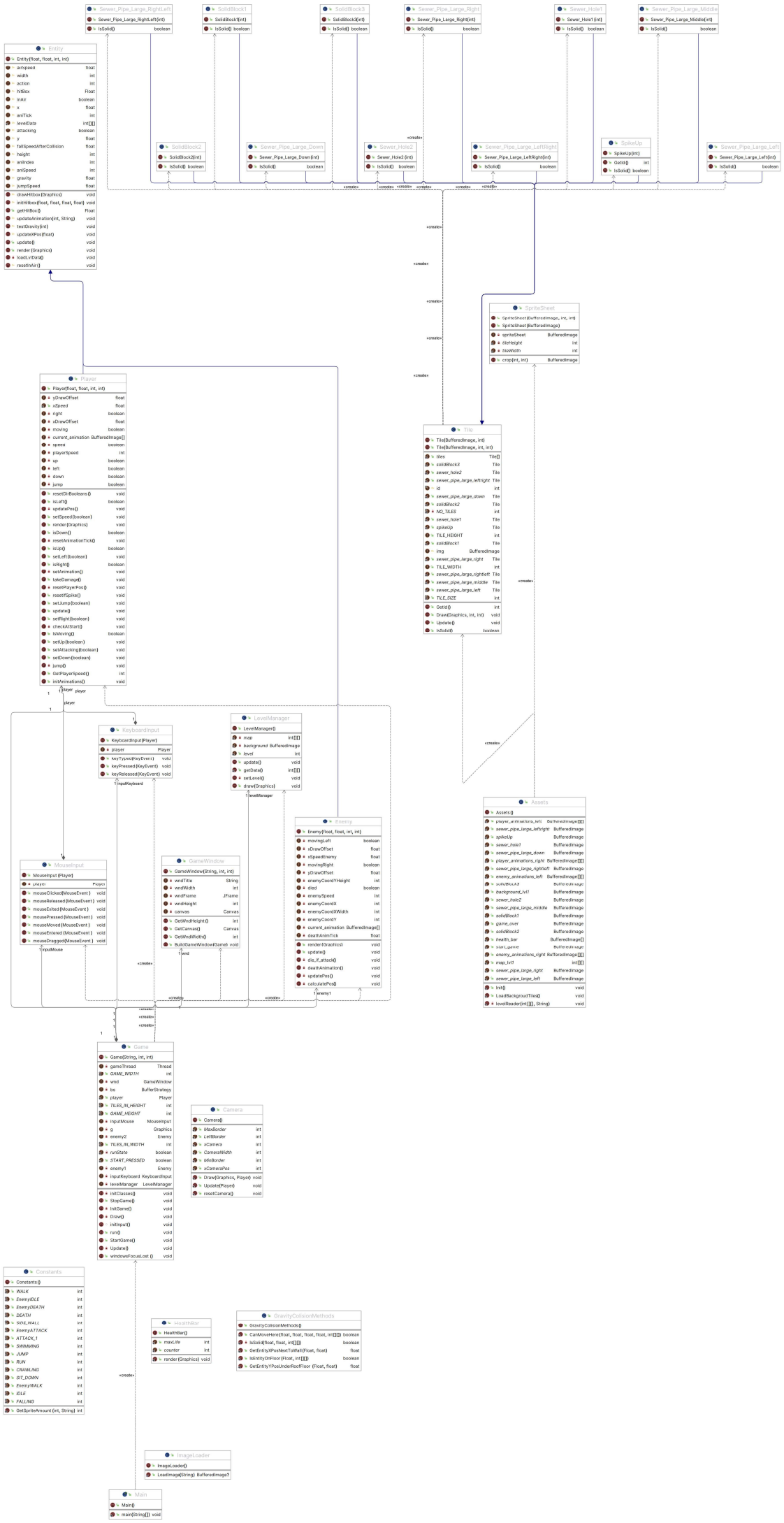
Sewer_Pipe_Large_RightLeft
Sewer_Pipe_Large_RightLeft(int)
IsSolid() boolean
SolidBlock1
SolidBlock1(int)
IsSolid() boolean
SolidBlock3
SolidBlock3(int)
IsSolid() boolean
Sewer_Pipe_Large_Right
Sewer_Pipe_Large_Right(int)
IsSolid() boolean
Sewer_Hole1
Sewer_Hole1 (int)
IsSolid() boolean
Sewer_Pipe_Large_Middle
Sewer_Pipe_Large_Middle(int)
IsSolid() boolean
Entity
Entity(float, float, int, int)
airspeed float
width int
action int
hitBox Float
inAir boolean
x float
aniTick int
levelData int[][]
attacking boolean
y float
fallSpeedAfterCollision float
height int
aniIndex int
aniSpeed int
gravity float
jumpSpeed float
drawHitbox(Graphics) void
initHitbox(float, float, float, float) void
getHitBox() Float
updateAnimation(int, String) void
testGravity(int) void
updateXPos(float) void
update() void
render(Graphics) void
loadLvlData() void
resetInAir() void
SolidBlock2
SolidBlock2(int)
IsSolid() boolean
Sewer_Pipe_Large_Down
Sewer_Pipe_Large_Down(int)
IsSolid() boolean
Sewer_Hole2
Sewer_Hole2 (int)
IsSolid() boolean
Sewer_Pipe_Large_LeftRight
Sewer_Pipe_Large_LeftRight(int)
IsSolid() boolean
SpikeUp
SpikeUp(int)
GetId() int
IsSolid() boolean
Sewer_Pipe_Large_Left
Sewer_Pipe_Large_Left(int)
IsSolid() boolean
«create»
SpriteSheet
SpriteSheet(BufferedImage, int, int)
SpriteSheet(BufferedImage)
spriteSheet BufferedImage
tileHeight int
tileWidth int
crop(int, int) BufferedImage
Player
Player(float, float, int, int)
yDrawOffset float
xSpeed float
right boolean
xDrawOffset float
moving boolean
current_animation BufferedImage[]
speed boolean
playerSpeed int
up boolean
left boolean
down boolean
jump boolean
resetDirBooleans() void
isLeft() boolean
updatePos() void
setSpeed(boolean) void
render(Graphics) void
isDown() boolean
resetAnimationTick() void
isUp() boolean
setLeft(boolean) void
isRight() boolean
setAnimation() void
takeDamage() void
resetPlayerPos() void
resetISpike() void
setJump(boolean) void
update() void
setRight(boolean) void
checkAtStart() void
isMoving() boolean
setUp(boolean) void
setAttacking(boolean) void
setDown(boolean) void
jump() void
GetPlayerSpeed() int
initAnimations() void
Tile
Tile(BufferedImage, int)
Tile(BufferedImage, int, int)
tiles Tile[]
solidBlock3 Tile
sewer_hole2 Tile
sewer_pipe_large_leftright Tile
id int
sewer_pipe_large_down Tile
solidBlock2 Tile
NO_TILES int
sewer_hole1 Tile
spikeUp Tile
TILE_HEIGHT int
solidBlock7 Tile
img BufferedImage
sewer_pipe_large_right Tile
TILE_WIDTH int
sewer_pipe_large_rightleft Tile
sewer_pipe_large_middle Tile
sewer_pipe_large_left Tile
TILE_SIZE int
GetId() int
Draw(Graphics, int, int) void
Update() void
IsSolid() boolean
player
KeyboardInput
KeyboardInput(Player)
player Player
keyTyped(KeyEvent) void
keyPressed(KeyEvent) void
keyReleased(KeyEvent) void
inputKeyboard
LevelManager
LevelManager()
map int[][]
background BufferedImage
level int
update() void
getData() int[][]
setLevel() void
draw(Graphics) void
levelManager
Assets
Assets()
player_animations_left BufferedImage[][]
sewer_pipe_large_leftright BufferedImage
spikeUp BufferedImage
sewer_hole1 BufferedImage
sewer_pipe_large_down BufferedImage
player_animations_right BufferedImage[][]
sewer_pipe_large_rightleft BufferedImage
enemy_animations_left BufferedImage[][]
solidBlock3 BufferedImage
background_lvl1 BufferedImage
sewer_hole2 BufferedImage
sewer_pipe_large_middle BufferedImage
solidBlock1 BufferedImage
game_over BufferedImage
solidBlock2 BufferedImage
health_bar BufferedImage[]
startGame BufferedImage
enemy_animations_right BufferedImage[][]
map_lvl1 int[][]
sewer_pipe_large_right BufferedImage
sewer_pipe_large_left BufferedImage
Init() void
LoadBackgroundTiles() void
levelReader(int[][], String) void
Enemy
Enemy(float, float, int, int)
movingLeft boolean
xDrawOffset float
xSpeedEnemy float
movingRight boolean
yDrawOffset float
enemyCoordYHeight int
died boolean
enemySpeed int
enemyCoordX int
enemyCoordXWidth int
enemyCoordY int
current_animation BufferedImage[]
deathAnimTick float
render(Graphics) void
update() void
die_if_attack() void
deathAnimation() void
updatePos() void
calculatePos() void
enemy1
MouseInput
MouseInput(Player)
player Player
mouseClicked(MouseEvent) void
mouseReleased(MouseEvent) void
mouseExited(MouseEvent) void
mousePressed(MouseEvent) void
mouseMoved(MouseEvent) void
mouseEntered (MouseEvent) void
mouseDragged(MouseEvent) void
inputMouse
GameWindow
GameWindow(String, int, int)
wndTitle String
wndWidth int
wndFrame JFrame
wndHeight int
canvas Canvas
GetWndHeight () int
GetCanvas() Canvas
GetWndWidth() int
BuildGameWindow(Game) void
wnd
Game
Game(String, int, int)
gameThread Thread
GAME_WIDTH int
wnd GameWindow
bs BufferStrategy
player Player
TILES_IN_HEIGHT int
GAME_HEIGHT int
inputMouse MouseInput
g Graphics
enemy2 Enemy
TILES_IN_WIDTH int
runState boolean
START_PRESSED boolean
enemy1 Enemy
inputKeyboard KeyboardInput
levelManager LevelManager
initClasses() void
StopGame() void
InitGame() void
Draw() void
initInput() void
run() void
StartGame() void
Update() void
windowsFocusLost () void
Camera
Camera()
MaxBorder int
LeftBorder int
xCamera int
CameraWidth int
MinBorder int
xCameraPos int
Draw(Graphics, Player) void
Update(Player) void
resetCamera() void
Constants
Constants()
WALK int
EnemyIDLE int
EnemyDEATH int
DEATH int
SIDE_WALL int
EnemyATTACK int
ATTACK_1 int
SWIMMING int
JUMP int
RUN int
CRAWLING int
SIT_DOWN int
EnemyWALK int
IDLE int
FALLING int
GetSpriteAmount (int, String) int
HealthBar
HealthBar()
maxLife int
counter int
render (Graphics) void
GravityColisionMethods
GravityColisionMethods()
CanMoveHere (float, float, float, float, int[][]) boolean
IsSolid(float, float, int[][]) boolean
GetEntityXPosNextToWall (Float, float) float
IsEntityOnFloor (Float, int[][]) boolean
GetEntityYPosUnderRoofFloor (Float, float) float
ImageLoader
ImageLoader()
LoadImage(String) BufferedImage?
Main
Main()
main(String[]) void