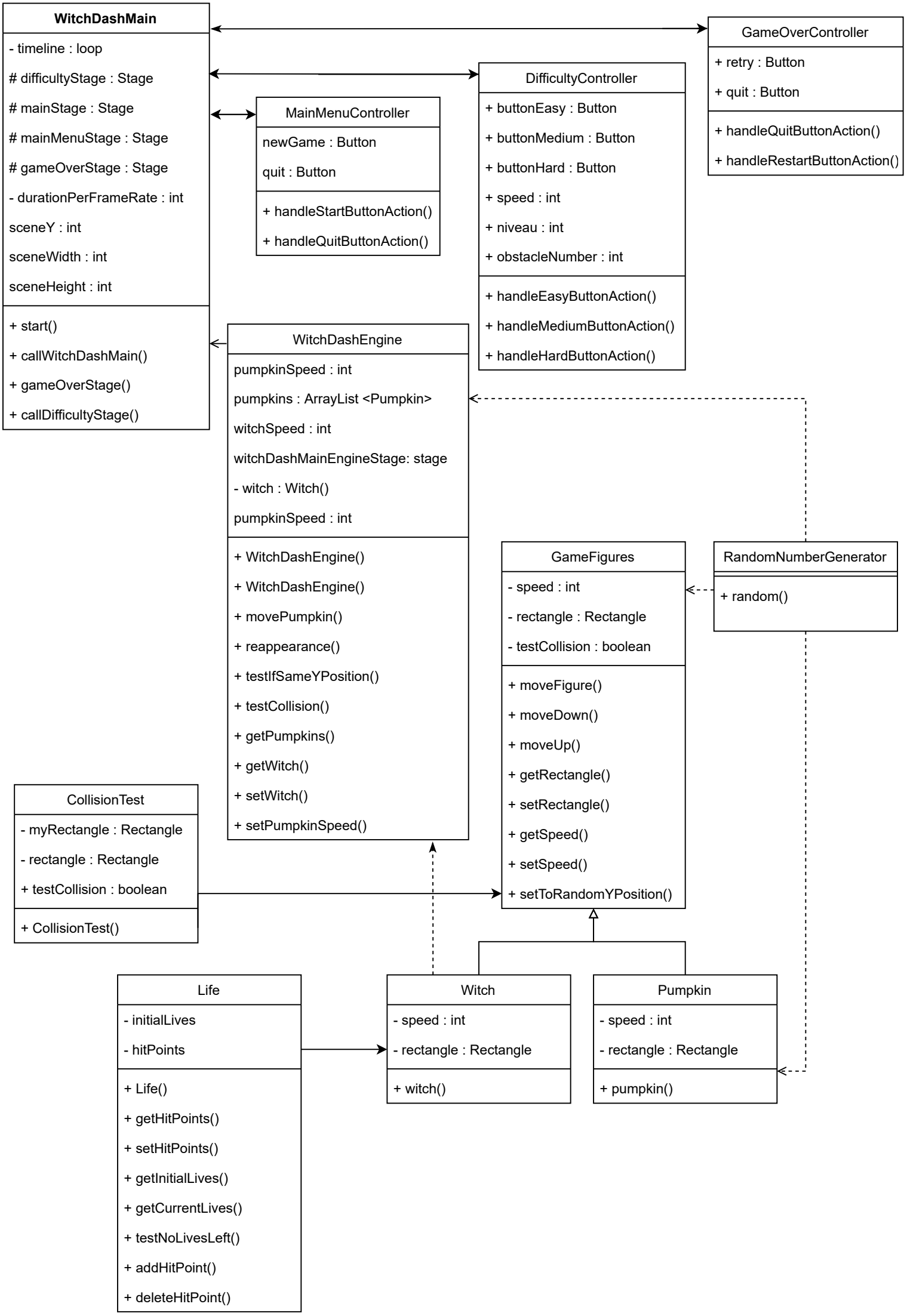
WitchDashMain
- timeline : loop
difficultyStage : Stage
mainStage : Stage
mainMenuStage : Stage
gameOverStage : Stage
- durationPerFrameRate : int
sceneY : int
sceneWidth : int
sceneHeight : int
+ start()
+ callWitchDashMain()
+ gameOverStage()
+ callDifficultyStage()
GameOverController
+ retry : Button
+ quit : Button
+ handleQuitButtonAction()
+ handleRestartButtonAction()
DifficultyController
+ buttonEasy : Button
+ buttonMedium : Button
+ buttonHard : Button
+ speed : int
+ niveau : int
+ obstacleNumber : int
+ handleEasyButtonAction()
+ handleMediumButtonAction()
+ handleHardButtonAction()
MainMenuController
newGame : Button
quit : Button
+ handleStartButtonAction()
+ handleQuitButtonAction()
WitchDashEngine
pumpkinSpeed : int
pumpkins : ArrayList <Pumpkin>
witchSpeed : int
witchDashMainEngineStage: stage
- witch : Witch()
pumpkinSpeed : int
+ WitchDashEngine()
+ WitchDashEngine()
+ movePumpkin()
+ reappearance()
+ testIfSameYPosition()
+ testCollision()
+ getPumpkins()
+ getWitch()
+ setWitch()
+ setPumpkinSpeed()
GameFigures
- speed : int
- rectangle : Rectangle
- testCollision : boolean
+ moveFigure()
+ moveDown()
+ moveUp()
+ getRectangle()
+ setRectangle()
+ getSpeed()
+ setSpeed()
+ setToRandomYPosition()
RandomNumberGenerator
+ random()
CollisionTest
- myRectangle : Rectangle
- rectangle : Rectangle
+ testCollision : boolean
+ CollisionTest()
Life
- initialLives
- hitPoints
+ Life()
+ getHitPoints()
+ setHitPoints()
+ getInitialLives()
+ getCurrentLives()
+ testNoLivesLeft()
+ addHitPoint()
+ deleteHitPoint()
Witch
- speed : int
- rectangle : Rectangle
+ witch()
Pumpkin
- speed : int
- rectangle : Rectangle
+ pumpkin()