

Final Project UML Diagrams  
Once Upon a Loaf (TBD)

**Woo.pde**

**Instance Variables**

```
-   Hansel    hansel
-   Gretel    gretel
```

**Methods**

```
+   void      setup()
+   void      draw()
+   void      keyPressed()
```

**Background.pde**

**Instance Variables**

```
-   Bush      bush
-   Tree      tree
-   Water          water
-   Rock      rock
-
```

**Methods**

```
+   void      forest()
+   void      lagoon()
+   void      witchHouse()
+   void      witchKitchen()
+   void      home()
+   void      maze()
```

**Tree.pde**

**Instance Variables**

```
-   int        xCor
-   int        yCor
```

**Methods**

```
+           Tree(int, int)
+   boolean    collision()
```

```
+    int        getXCoor()
+    int        getYCoor()
```

### **Bush.pde**

#### **Instance Variables**

```
-    int        xCor
-    int        yCor
```

#### **Methods**

```
+                                Bush(int, int)
+    boolean    touching()
+    void       spawnMonster()
+    int        getXCoor()
+    int        getYCoor()
```

### **Kid.pde**

#### **Instance Variables**

```
-    int        health
-    int        strength
```

#### **Methods**

```
+                                Kid(int, int)
+    void        attack()
+    void        superMove()
+    int         getHealth()
+    int         getStrength()
+    int         setHealth()
+    int         setStrength()
```

### **Hansel.pde**

#### **Instance Variables**

```
-    int        health
-    int        strength
-    PImage     hansel
-    PImage     hanselImages[]
-    int        hanselFrames
-    int        currentFrame
-    int        loopFrames
-    int        offset
-    int        delay
```

```
-    int        xHans
-    int        yHans
-    float      xHspeed
-    float      yHspeed
-    boolean    hansLeads
```

#### **Methods**

```
+                Hansel(int, int)
+    void        walk()
+    void        superMove()
```

### **Gretel.pde**

#### **Instance Variables**

```
-    int        health
-    int        strength
-    PImage     gretel
-    PImage     gretelImages[]
-    int        gretelFrames
-    int        currentFrame
-    int        loopFrames
-    int        offset
-    int        delay
-    int        xGret
-    int        yGret
-    float      xGspeed
-    float      yGspeed
-    boolean    gretLeads
```

#### **Methods**

```
+                Gretel(int, int)
+    void        walk()
+    void        superMove()
```

### **Monster.pde**

#### **Instance Variables**

```
-    int        health
-    int        strength
-    Queue      moveList
```

#### **Methods**

```
+    void        attack()
```

```
+    int        getHealth()
+    int        getStrength()
+    int        setHealth()
+    int        setStrength()
```

### Witch.pde

#### **Instance Variables**

```
-    int        health
-    int        strength
```

#### **Methods**

```
+                Witch(int, int)
+    void        superMove()
```

### Wolf.pde

#### **Instance Variables**

```
-    int        health
-    int        strength
```

#### **Methods**

```
+                Wolf(int, int)
+    void        superMove()
```