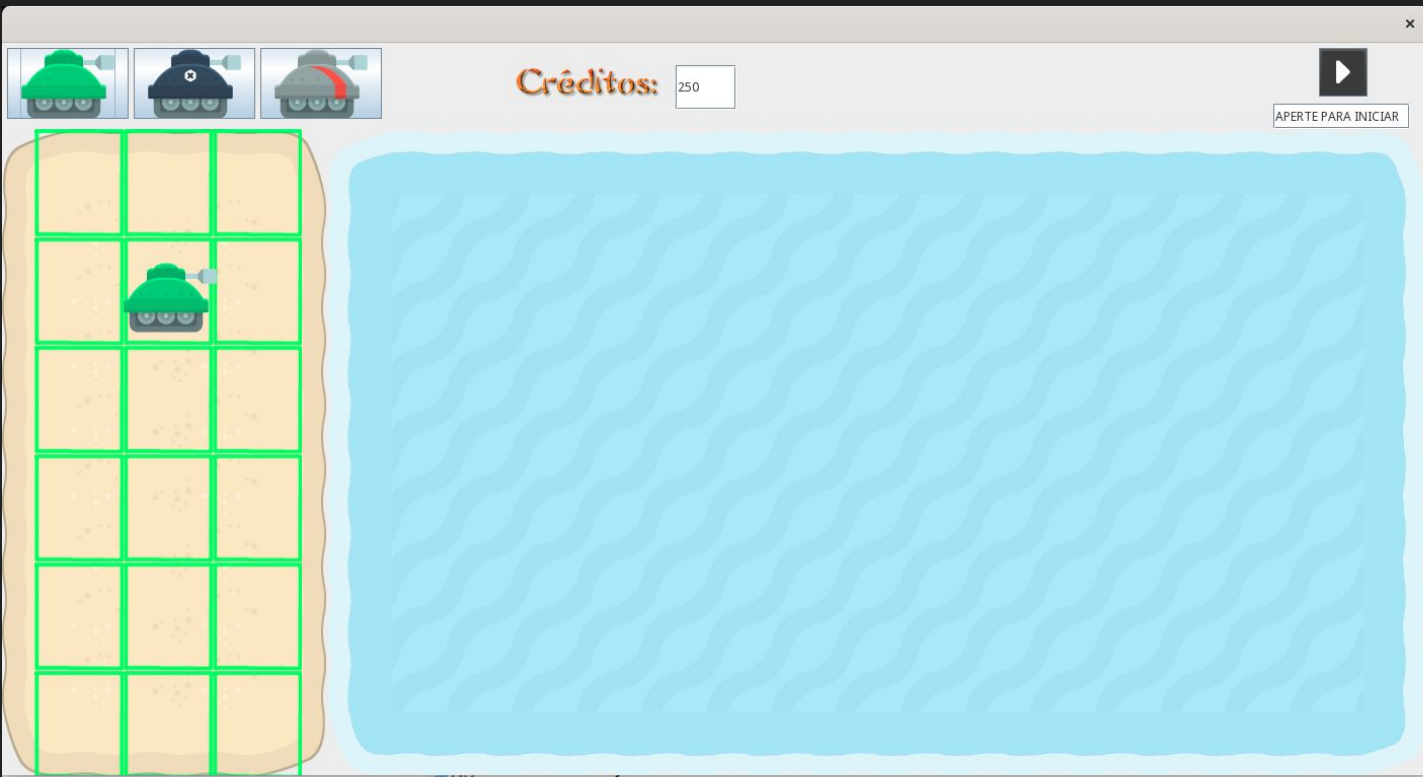
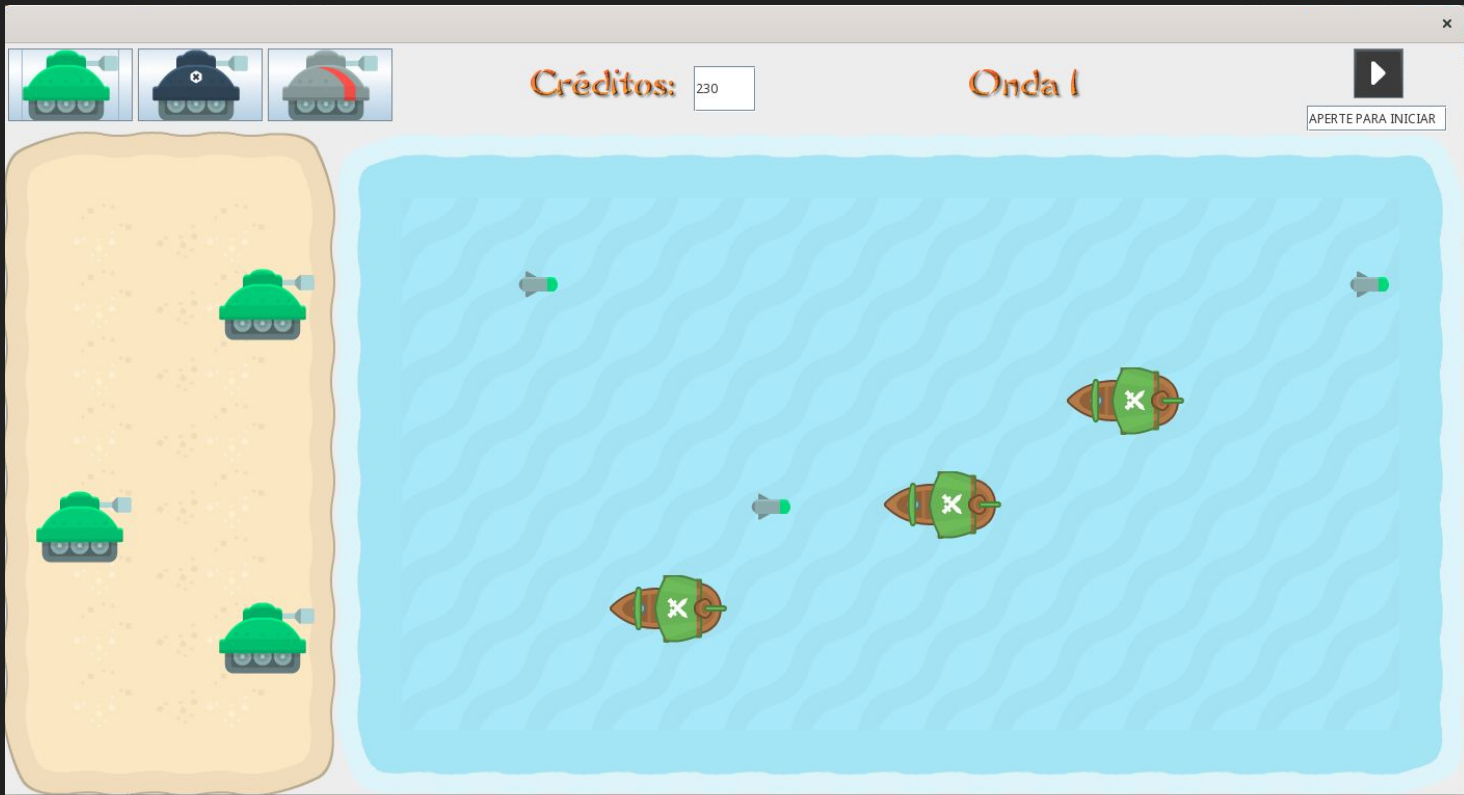


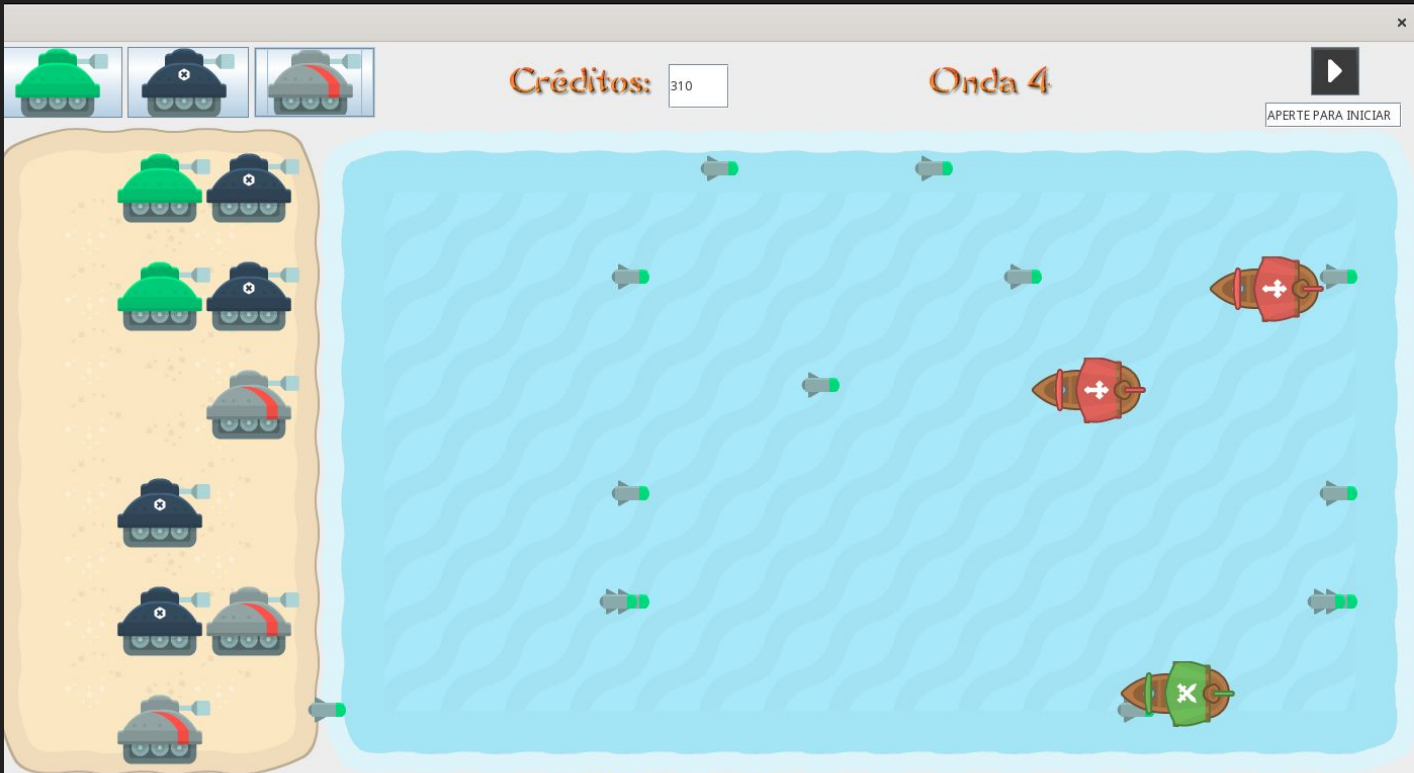
# INVASÃO AO RIO DE JANEIRO

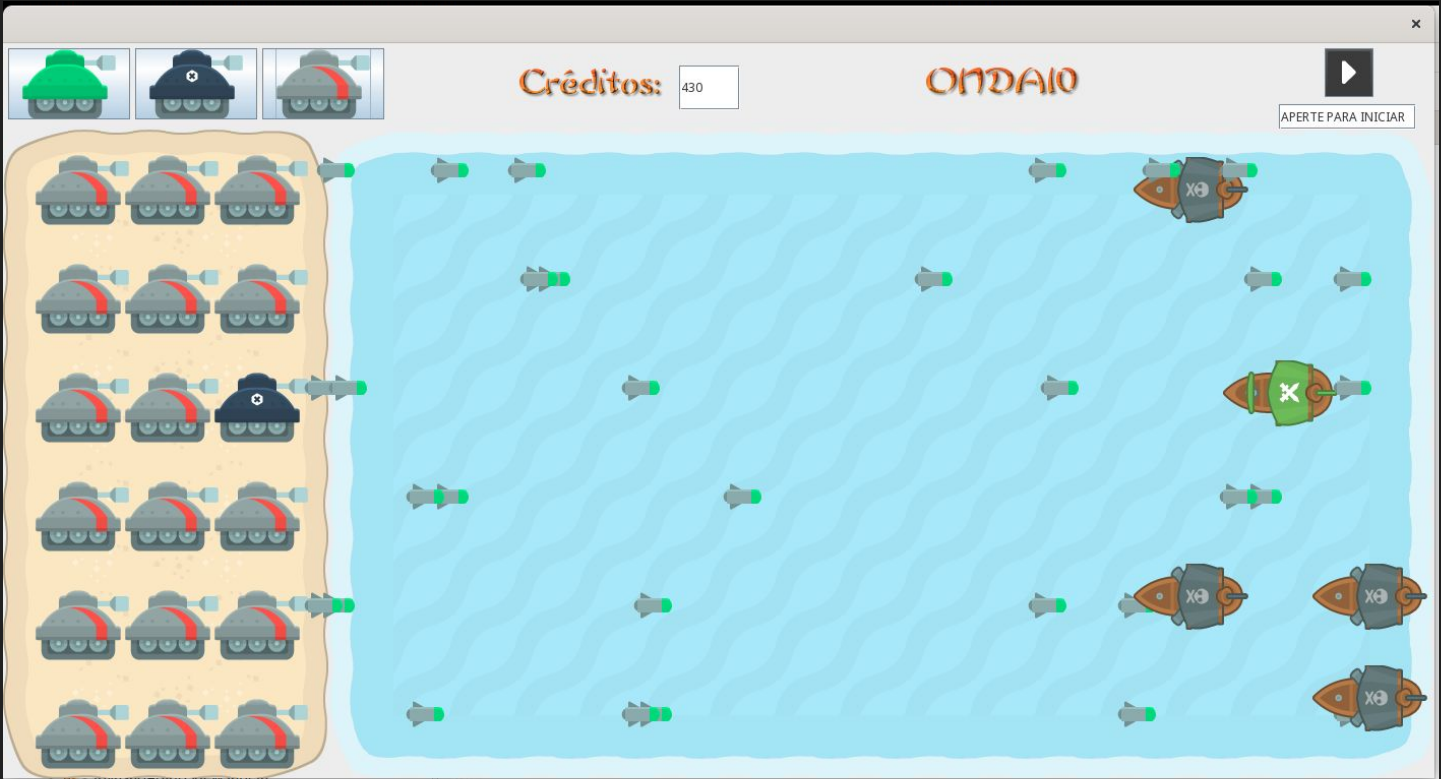
Jonathan do Ouro 248364

Giovanni Mesquita Micaroni 231702











Créditos:

Onda 2



APERTE PARA INICIAR



VOCE PERDEU





Créditos: 110

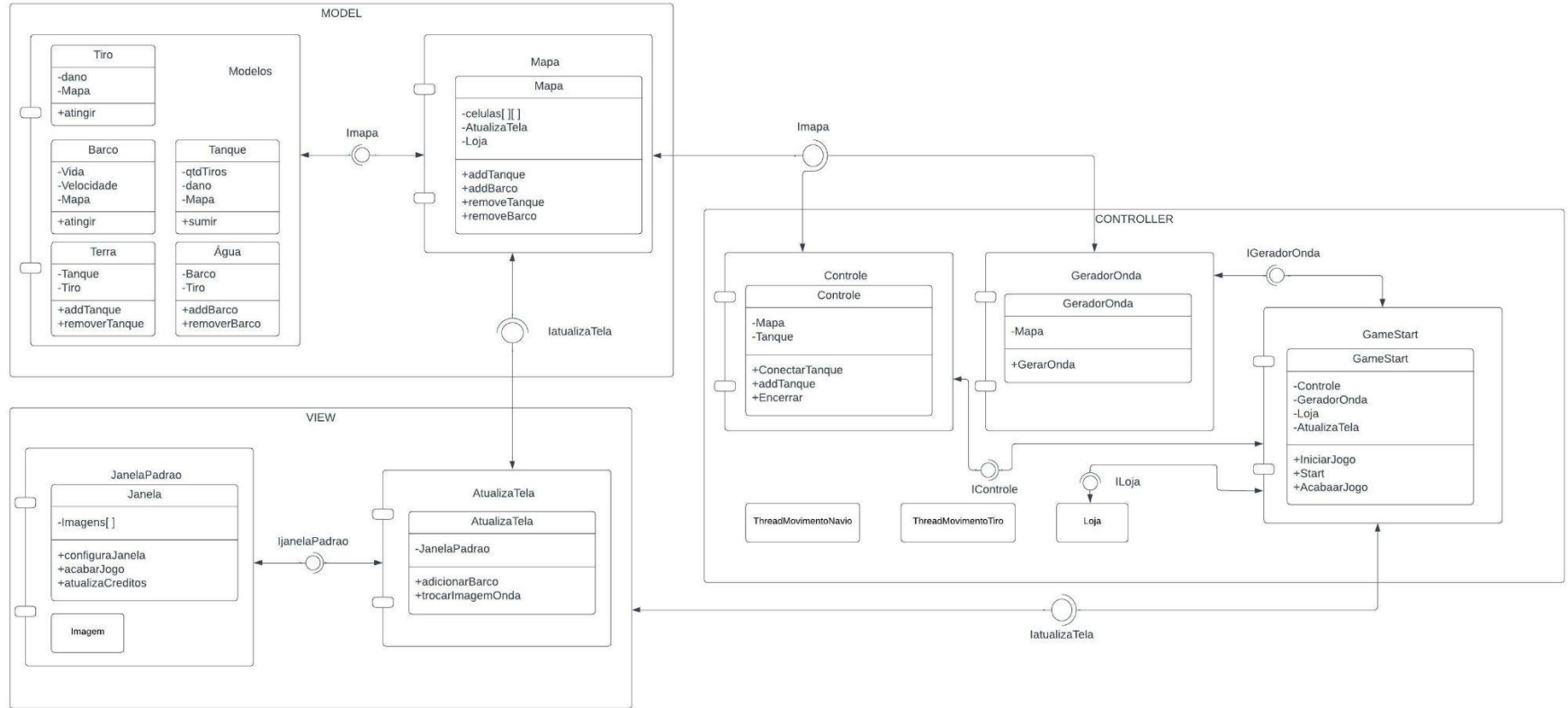
Onda 1



APORTE PARA INICIAR

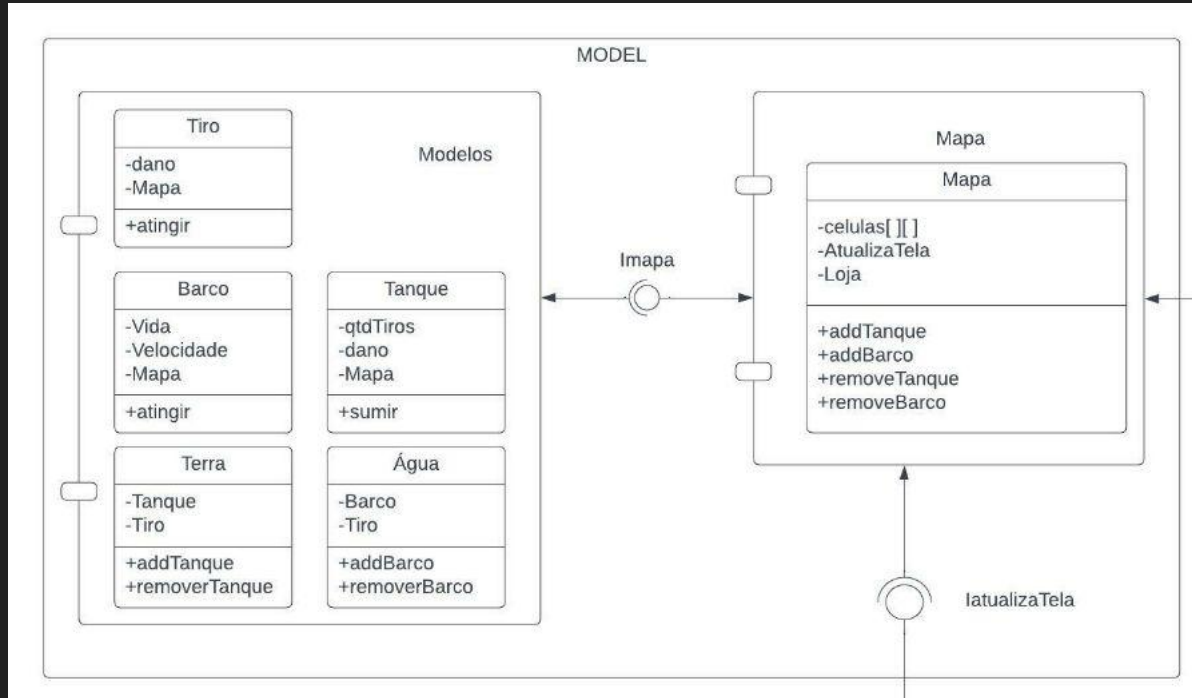


# Arquitetura

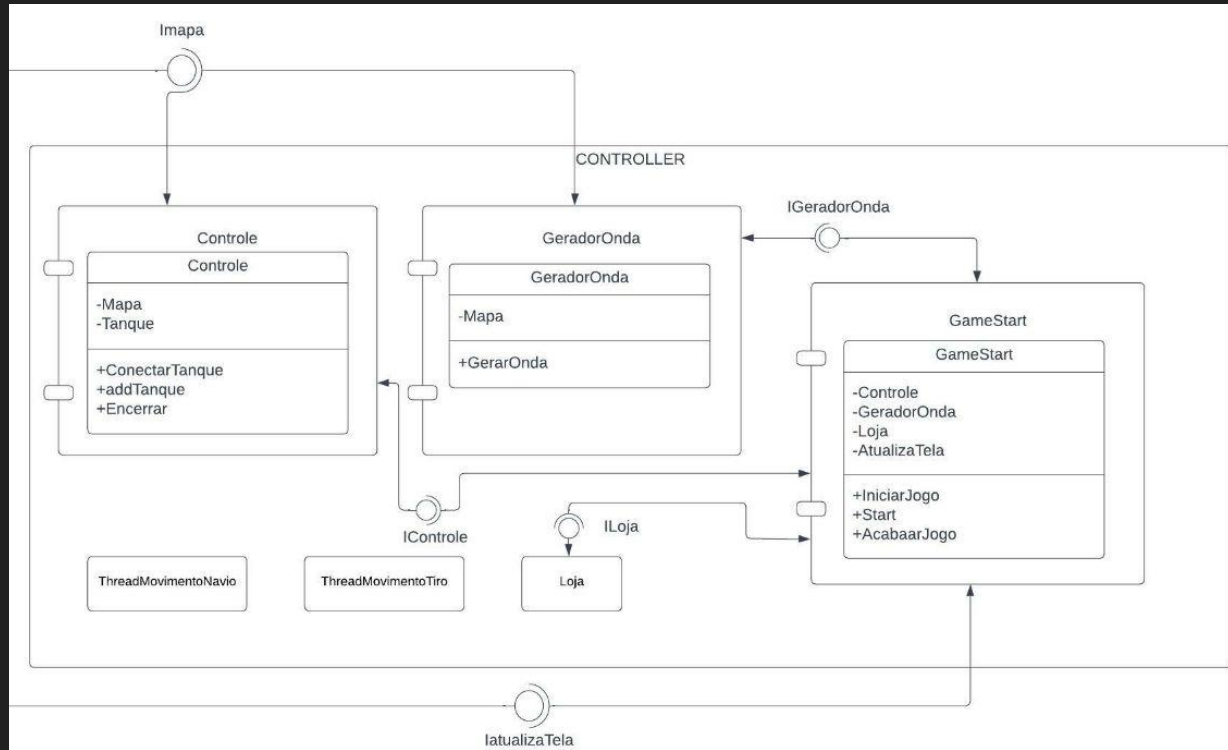




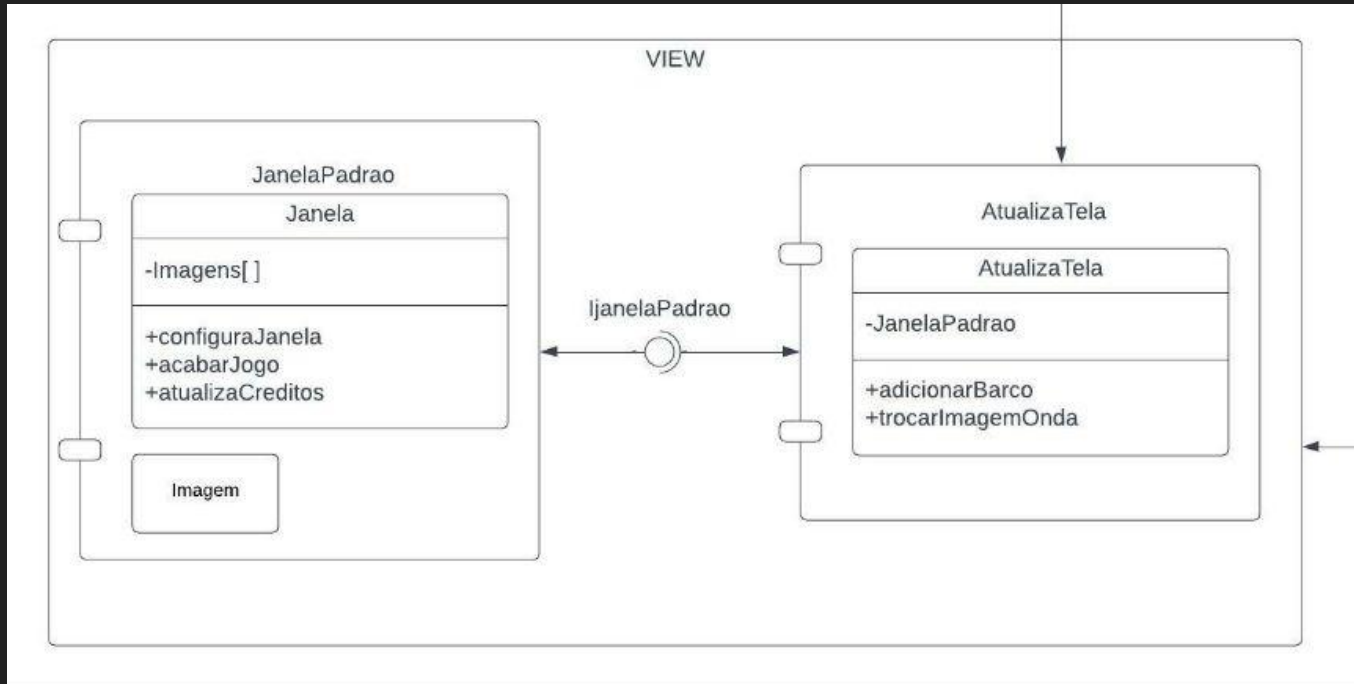
# Model



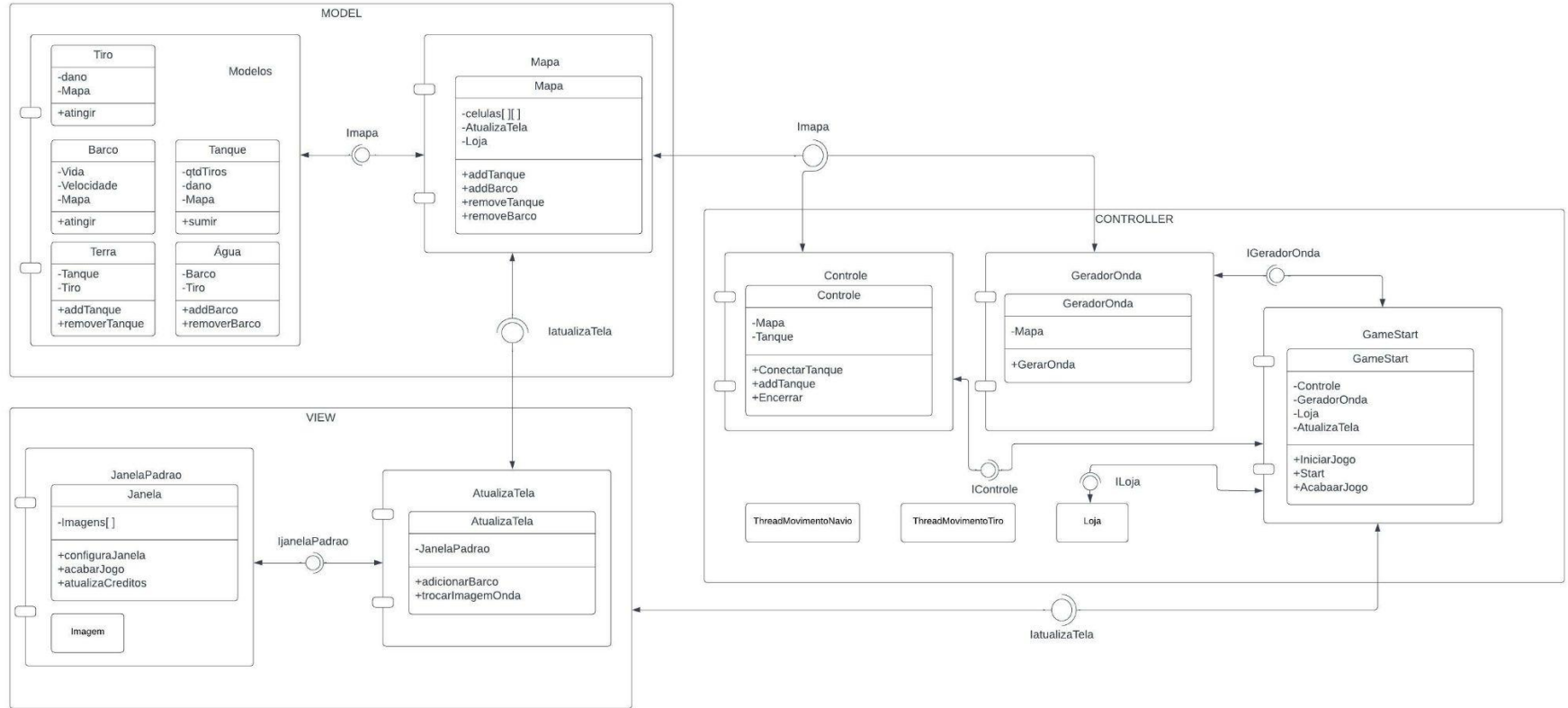
# Controller



# View



# Arquitetura



# Threads

```
private void partidaNoNavio(Barco navio) {  
    ThreadMovimentoNavio t = new ThreadMovimentoNavio(mapa, navio);  
    threads.add(t);  
    t.start();  
}
```

# Eventos

```
public void mouseMoved(MouseEvent e) {  
    this.contentPane.setComponentZOrder(tanqueGerado, index: 1);  
    tanqueGerado.setLocation( x: e.getX() - 44/2, y: e.getY() - 69);  
    if(e.getX() < 296 && e.getX() > 32 && e.getY() > 85 && e.getY() < 727) {  
        tanqueGerado.transformaParaLC(tanqueGerado.getX(), tanqueGerado.getY());  
        tanqueGerado.setLocation( x: 32 + tanqueGerado.getC()*88, y: 110 + tanqueGerado.getL()*107);  
    }  
}
```

# Strategy

```
public class Mapa implements IMapa{  
    24 usages  
    private ICelula[][] mapa;
```

```
public class Agua implements ICelula{
```

```
public class Terra implements ICelula {
```

# Adaptabilidade

```
geradorOndas.gerarOnda( quantidadeNavios: 5, duracao: 20000, dificuldade: 1);
```

```
navio = new Navio( resistencia: 20, velocidade: 1, caminhoLinhaReta: true, tipo: 0, 1);
```

```
return new Tanque( dano: 10, preco: 50, qtdTiros: 20, tirosPorSegundo: 1);
```



# Padrão Observer

Dentro da classe Mapa:

```
@Override  
public void connect(IAtualizaTela atualizaTela) {  
    this.atualizaTela = atualizaTela;  
}
```

```
@Override  
public void removerTanque(Tanque tanque) {  
    mapa[tanque.getL()][tanque.getC()].removerElemento();  
    atualizaTela.removerTanque(tanque);  
}
```

# Componentes

```
public interface IGameStart extends IRcontrole, IRGeradorDeOndas, IRLoja, IGameStartProperties, IRAtualizaTela {  
}
```

```
public interface IRAtualizaTela {  
    public void connect(IRAtualizaTela atualizaTela);  
}
```

```
public interface IRcontrole {  
    public void connect(IRcontrole controle);  
}
```

```
public interface IGameStartProperties {  
    public void iniciarJogo(IMapa mapa, IRAtualizaTela atualizaTela);  
    public boolean addTanque(int x, int y) throws InterruptedException;  
    public boolean comprarTanque(int i);  
    public void acabarJogo();  
    public void start();  
}
```