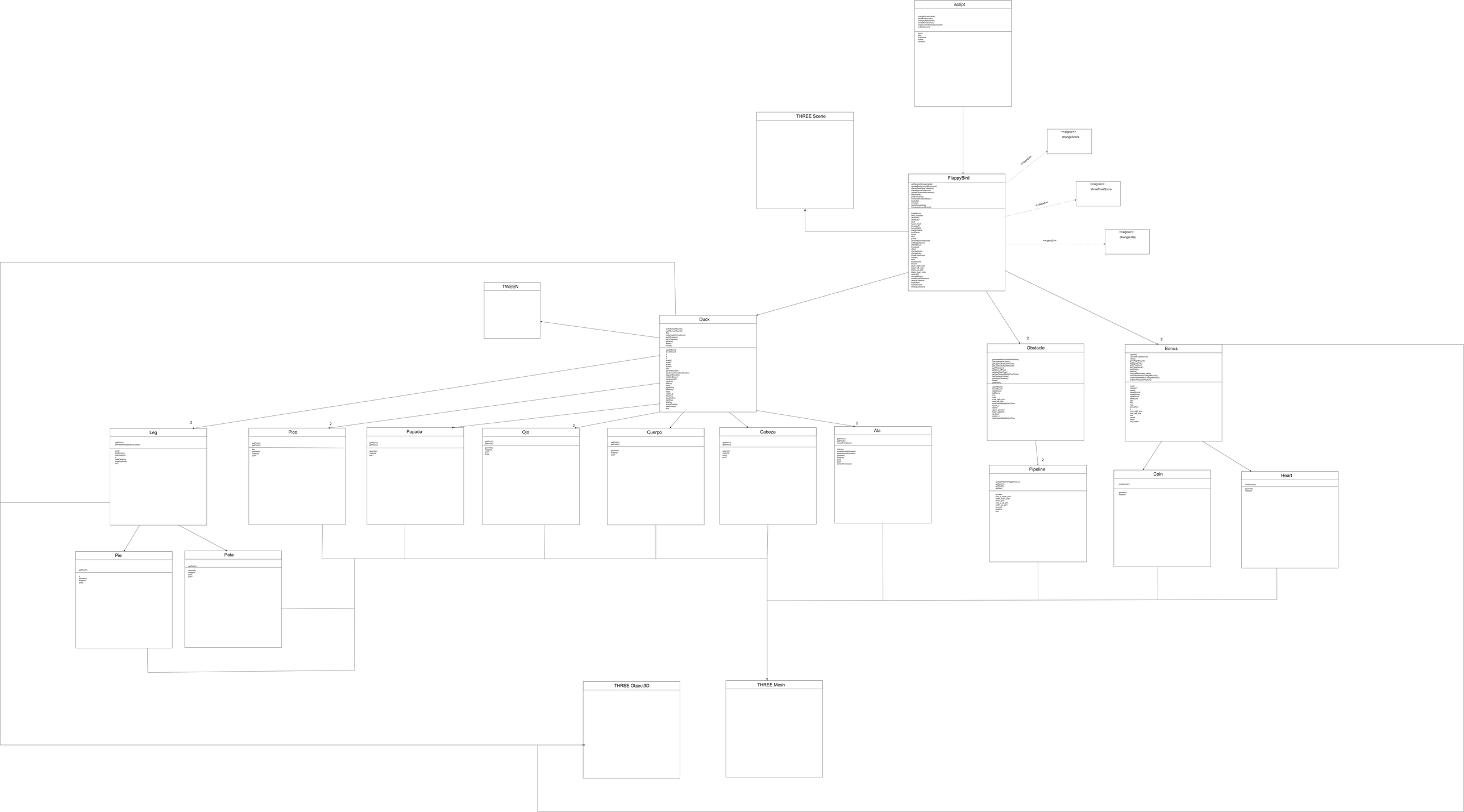
script
changeScoreUpdate()
changeFlapping()
changeJetpacks()
onDocumentMouseDown()
onDocumentMouseUp()
onDocumentKeyDown()
onDocumentKeyUp()
score
lives
finalScore
scene
renderer
THREE Scene
FlappyBird
setRandomBackgroundColor()
checkDeleteObstacleAndBonus()
checkDeleteBonusCollisions()
checkDeleteObstacleCollisions()
updateObstacleAndBonusAnim()
updateBonus()
getEmptyPipeline()
checkPipelineCollisions()
loadLifes()
loadBonus()
applyBonusAnim()
increaseHeroAndScore()
loseBonus()
resetLifeBonus()
addLifeBonus()
addBonus()
hero_weight
hero_height
bonusRight
bonusLeft
endGame
lifes
life_x
life_y
canGetBeforeAfterBonus
canGetBonusAgain
offsetBonus
offset
offsetRight
changeLifeBonusVisibleAnd
showFinalScore
hide
hero
background
textures
hero_right_side
hero_left_side
hero_down_side
hero_up_side
canGetBonus
checkCollisionWithBonus
detectCollisions
explosion
explosionFrame
initImpactAnims
<<signal>>
changeScore
<<signal>>
showFinalScore
<<signal>>
changeLifes
<<send>>
<<send>>
<<send>>
TWEEN
Duck
isOKUpperBound()
isOKLowerBound()
update()
initUpdateAnimations()
getPosition()
getTrueBox()
getBox()
reset()
resetBound()
checkBound
x
y
z
scale.x
scale.y
scale.z
rotX
rotY
rotZ
resetAngleDuration
resetAngleDestinationLocation
resetAngleEuler
resetAngleQuat
resetAngleAxis
isDeadMeat
MIN_Y
MAX_Y
lightWing
lightBody
head
leftWing
leftBody
lowerLip
upperLip
leftEye
rightEye
setLeftPosition
setRightPosition
leftPosition
box
2
Leg
getPart()
setPartAccordingToAnimsCorrect()
cxx2
cyy2
pelvisInv
pelvisInvInv
ankleDownInv
ankleDownInvInv
rot2
2
Pico
getPart()
getPart()
tex
geometry
material
part
2
Papada
getPart()
getPart()
geometry
material
part
2
Ojo
getPart()
getPart()
geometry
material
part
ang2
2
Cuerpo
getPart()
getPart()
geometry
material
part
Cabeza
getPart()
getPart()
geometry
material
part
part
2
Ala
getPart()
getPart()
checkAnimation()
rotation
updateRotationAnimation
updateTrueAnimation
geometry
material
ang2
part
2
Obstacle
generateNewObstaclePositions()
getPosition()
getUpperDistanceBound()
getLowerDistanceBound()
getXPosition()
getYPosition()
getNewRangeY()
getRangeFromAngle(deltaOneTime)
getDeltaY(deltaOneTime)
getPart()
getPartsCount()
getBox()
getBoxes()
resetBound
xgoBound
xlgoBound
ygoBound
ylgoBound
rot
rot_left_one
rot_right_one
halfHeightDeltaOneTime
speed
speedY
lower_pipeline
upper_pipeline
deltaY
deltaX
halfHeightDeltaOneTime
2
Pipeline
updatePipelineTriggerAnim_v1
getBoxes()
getBoxes()
getBox()
id_count
left_down_part
left_up_part
right_down_part
right_up_part
up_part
down_part
pipeline
box
2
Bonus
update()
setVisibleTypeBonus()
reset()
resetBoxes()
getBoxesPart()
getBoxes()
getTrueBox()
getBox()
getPart()
getPartsCount(p_num)
setVisibleAndSetTyRgtBounds()
setVisibleAndSetTyLftBounds()
setNewOrbsinPosition()
mesh
material
speed
xgoBound
ygoBound
xlgoBound
ylgoBound
lifBound
rot
rot
rot
bonusPos
box
box_right_one
box_left_one
box_up_one
box
box
mesh
mesh_index
Coin
constructor()
geometry
material
Heart
constructor()
geometry
material
Pie
getPart()
geometry
material
pos2
Pata
getPart()
geometry
material
pos2
pos1
THREE.Object3D
THREE.Mesh