BiblioGame

Diagrama UML

Sprite_Character

character: int
characterName: string
characterIndex: int
x : int
y : int
balloonDuration : int
tilSetID : int
upperBody: string
lowerBody: string
visible: boolean

Intialize(character)
initMembers()
setCharacter(character)
update()
updateVisibility()
updateBitmap()
isImageChanged()
updateCharacterFrame
(animation, mirror, delay)
characterBlockX(): int
characterBlockY(): int
characterPatternX(): int
characterPatternY(): int
patternWidth(): int
patternHeight(): int
updateHalfBodySprites()
createHalfBodySprites()
updatePosition()
updateAnimation()

Spriteset_Map

tileWidth: int
tileHeight: int
horizontalWrap : int
verticalWrap : int
tilesetNames : string
shadowSprite : string
destinationSprite : int
mirror: int
delay: int
type: string
x : int
y : int

Intialize()
createLowerLayer()
createTilemap()
loadTileset()
createCharacters()
createShadow()
createDestination()
createWeather()
updateTileset()
updateShadow()
updateWeather()

Sprite_Base

animationSprites : string[ ]
hiding : boolean
effectTarget : int
visible : boolean
sprites : int[ ]
animation: int
mirror: int
delay: int

Intialize()
Update()
Hide()
Show()
updateVisibility()
updateAnimationSprites()
Sprite_Animation()
StartAnimation(animation, mirror, delay)
isAnimationPlaying()

Sprite_Button

touching : boolean
coldFrame : string
hotFrame : string
clickHandler : boolean
node : int
x int
y int
width int
height int
method string

Intialize()
update()
updateFrame()
setColdFrame(x, y, width, height)
setHotFrame(x, y, width, height)
setClickHandler(method) :
callClickHandler()
processTouch() : boolean
isButtonTouched() : int
canvasToLocalX(x) : x int
canvasToLocalY(x) : y int

Game_Message

texts : string[];
choices : string[];
faceName : string
faceIndex : int;
background : int;
positionType : int;
choiceDefaultType : int;
choiceCancelType : int;
choiceBackground : int;
choicePositionType : int;
numInputVariableId : int
numInputMaxDigits : int;
itemChoiceVariableId : int;
itemChoiceItypeId : int;
scrollMode : boolean;
scrollSpeed : int;
scrollNoFast = boolean
choiceCallback = string;

setFaceImage(faceName, faceIndex)
setBackground(background)
setPositionType(positionType)
setChoices(choices)
setChoiceBackground(background)

Game_System

saveEnabled : boolean
menuEnabled : boolean
encounterEnabled : boolean
formationEnabled : boolean
saveCount : int;
versionId : int;
framesOnSave : string
bgmOnSave : string
bgsOnSave : string
windowTone : string
battleBgm : string
victoryMe : string
defeatMe : string
savedBgm : string
walkingBgm : string

enabledSave()
disableSave()
enabledMenu()
disableMenu()

Game_Switch

switchId : int
value : string

initialize()
clear()
value(switchId)
setValue(value)
onChange()

Game_Variables

variableId : int
value : string

initialize()
clear()
value(variableId)
setValue(value)
onChange()

Game_Screen

brightness : int
fadeOutDuration : int
fadeInDuration : int
tone : int[]
toneTarget : int[]
toneDuration : int
flashColor : int[]
flashDuration int
zoomX : int
zoomY : int
zoomScale : int
zoomScaleTarget : int
zoomDuration : int;
fadeOutDuration : int;
fadeInDuration : int;
origin : string
duration : int
x : int
y : int
scaleX : int
scaleY : int

initialize()
clear()
clearFade()
clearTone()
clearFlash()
clearShake()
clearZoom()
clearWeather()
clearPictures()
maxPictures()
startFadeOut(duration)
startFadeIn(duration)
startTint(tone,duration)
startFlash(tone,duration)
startZoom(x,y,scale,duration)

Game_Event

mapId : int
eventId : int
moveType : int
trigger : int
starting : boolean
erased : boolean
pageIndex : int
originalPattern : int
originalDirection : int
prelockDirection : int
locked : boolean
page : string
list : string

initialize (mapId, eventId)
initMembers()
lock()
unlock()
updateStop()
updateSelfMovement()
stopCountThreshold()
moveTypeRandom()
moveTypeTowardPlayer()
isNearThePlayer()
moveTypeCustom()
isStarting()
isTriggerIn()
start()
erase()
refresh()
meetsConditions()
checkEventTriggerTouch()
checkEventTriggerAuto()
forceMoveRoute()
locate(x,y)

Game_Player

dashing : boolean
needsMapReload : boolean
transferring : boolean
newMapId int
newX int
newY int
newDirection int
fadeType int
encounterCount int
actor string
characterName string
characterIndex int

canMove()
getInputDirection()
executeMove()
updateDashing()
updateNonmoving()
triggerAction()
triggerButtonAction()
triggerTouchActionD1()
triggerTouchActionD2()
triggerTouchActionD3()
checkEventTriggerHere()
moveStraight()
moveDiagonally()
jump()

Game_Item

itemId : int
item : string
dataClass : string

isSkill() : string
isItem() : string
isUsableItem() : string
isWeapon() : string
isArmor() : string
isEquipItem() : string
object()
setObject(item)
setEquip(itemId)

1..*
0..1