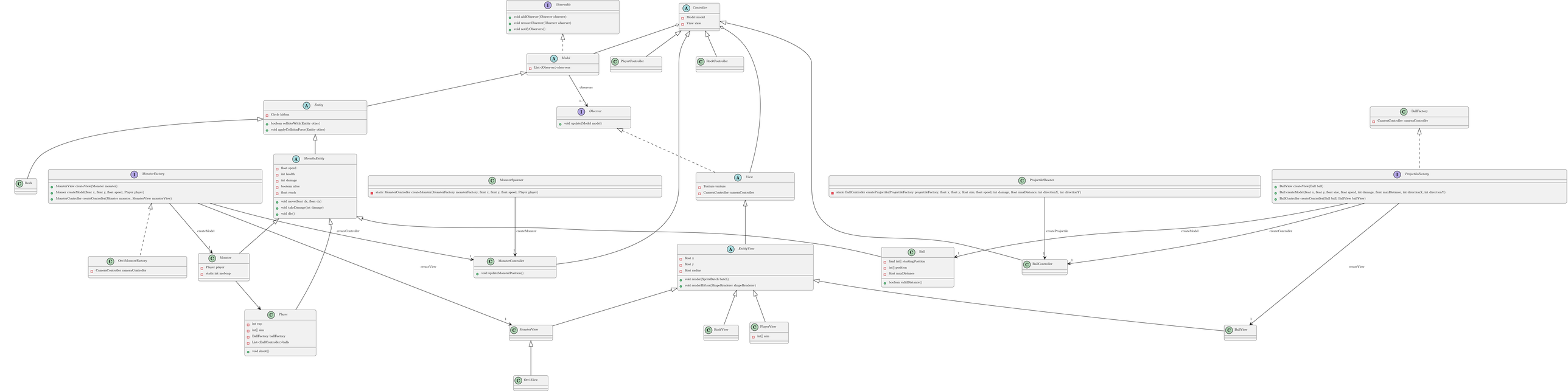
Observable
void addObserver(Observer observer)
void removeObserver(Observer observer)
void notifyObservers()
Controller
Model model
View view
Model
List<Observer>observers
PlayerController
RockController
observers
Observer
void update(Model model)
Entity
Circle hitbox
boolean collidesWith(Entity other)
void applyCollisionForce(Entity other)
Rock
MovableEntity
float speed
int health
int damage
boolean alive
float reach
void move(float dx, float dy)
void takeDamage(int damage)
void die()
MonsterFactory
MonsterView createView(Monster monster)
Monser createModel(float x, float y, float speed, Player player)
MonsterController createController(Monster monster, MonsterView monsterView)
MonsterSpawner
static MonsterController createMonster(MonsterFactory monsterFactory, float x, float y, float speed, Player player)
View
Texture texture
CameraController cameraController
ProjectileShooter
static BallController createProjectile(ProjectileFactory projectileFactory, float x, float y, float size, float speed, int damage, float maxDistance, int directionX, int directionY)
BallFactory
CameraController cameraController
ProjectileFactory
BallView createView(Ball ball)
Ball createModel(float x, float y, float size, float speed, int damage, float maxDistance, int directionX, int directionY)
BallController createController(Ball ball, BallView ballView)
OrcMonsterFactory
CameraController cameraController
Monster
Player player
static int mobcap
Player
int exp
int[] aim
BallFactory ballFactory
List<BallController>balls
void shoot()
MonsterController
void updateMonsterPosition()
EntityView
float x
float y
float radius
void render(SpriteBatch batch)
void renderHitbox(ShapeRenderer shapeRenderer)
Ball
final int[] startingPosition
int[] position
float maxDistance
boolean validDistance()
BallController
MonsterView
RockView
PlayerView
int[] aim
BallView
OrcMView
createModel
createController
createView
createMonster
createProjectile
createModel
createController
createView
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