Metroid: The Recolouring Class Diagram

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3:29 AM

SWorld

int scrollingWidth
int scrollingHeight
int actorMinX, actorMaxX, actorMinY, actorMaxY
int scrolledX, scrolledY , scrollType
Actor mainActor
List genActors
GreenfootImage background

void act()
void addMainActor(Actor main, int xLoc, int yLoc, int xRange, int yRange)
void addObject(Actor obj, int xLoc, int yLoc)
void addObject(Actor obj, int xLoc, int yLoc, boolean scroller)
void fillScrollingBackground(GreenfootImage fillImage)
int getScrolledX()
int getScrolledY()
int getScrollingHeight()
int getScrollingWidth()
int getUnivX(int worldX)
int getUnivY(int worldY)
void removeObject(Actor obj)
void removeObjects(List objs)
setScrollingBackground(GreenfootImage scrollingBackground

QuitButton

int type

void buttonPressed()

NullButton

void buttonPressed()

LoadButton

void buttonPressed()
String loadSave(String fileName)

HUD

void act()

Spawner

int type
int counter
int size
boolean start

void act()

Button

GreenfootImage display
GreenfootImage newDisplay

void buttonPressed()
void highlight()
void remove()
void unHighlight()

SaveButton

void buttonPressed()
void saveFile(String fileName)

PauseScreen

GreenfootImage display
ArrayList buttons
int currentChoice
boolean previousClicked
boolean justLoaded
GreenfootSound pauseSound

void act()

StartButton

void buttonPressed()

EnemyWeapons

EnemyMissile

void act()
void addedToWorld(World world)
void checkRemove()

Tile

boolean easyBreakable
boolean superBreakable
boolean firstTime
Spawner spawner

void act()
boolean isEasyBreakable()
boolean isSuperBreakable()

BossMissile1

int turn

void addedToWorld(World world)
void act()
void checkRemove()

BossMissile2

void addedtoWorld(World world)
void act()
void checkRemove()

SpritePlayer

GreenfootImage[] images
String spriteName

String getImageName(int index)
GreenfootImage returnImage(int index)

Screen

ArrayList buttons
boolean alreadyPressed
int type
int currentChoice
boolean previouslyClicked

void act()

Map

Tile[][] tiles
char[][] map
Player player
Boss boss
int stage
boolean paused, bgmPlayed
int mapNum
GreenfootSound bgm
GreenfootSound bossDefeatSound

boolean checkPause()
int getBossX()
int getBossY()
int getLevel()
int getMapNum()
Player getPlayer()
int getPlayerX()
int getPlayerY()
void removeBoss()
void setPause(boolean input)

Boss

int moveDirection, moveDelay,
moveTime, fallC, projectileCooldown
boolean moving
int hJumpSpeed, vJumpSpeed,
attackCooldown, attackChoice
int rSATurn, rSASequence
int fAPATurn
int actCount
boolean inAir
boolean usingRandomSprayAttack,
usingFireAtPlayerAttack,
usingWaveAttack
BossEye eye
SpritePlayer bossSprite
int index

void act()
void addedToWorld(World world)
void checkStopMovement()
void gravitize()
void randomJump(int d)
void randomMove()

ShootToSave (extends Collision)

void act()

SuperMissilePickUp (extends Collision)

GreenfootSound pickUp

void act()

MissilePickUp (extends Collision)

GreenfootSound pickUp

void act()

Door

boolean isOpen
int stageNum, style,
number, health, ammo,
ammo2
GreenfootSound openDoor
boolean soundPlayed

void act()
void open()
boolean opened()

Collision

Actor getOneTouchedObject(Class clss)
List getTouchedObject(Class clss)
boolean onPlatform()
boolean touch(Actor a_big)
boolean touch(Class clss)
boolean touchSide(boolean left, Actor a)

Walker

boolean moving

void attackMove()
void onDeath()
void randomMove()

Jumper

int hJumpSpeed
int vJumpSpeed
boolean inAir

void attackMove()
void onDeath()
void randomMove()

Weapon (extends Collision)

int damage

int getDamage()

Bullet

boolean goingLeft
int speed
int damage

void act()

Missile

boolean goingLeft
int speed
int damage

void act()

SuperMissile

boolean goingLeft
int speed
int damage

void act()

Enemy

int hP, physicalDamage, uniqueDamage
int moveDirection, moveDelay, moveTime, fallC
int projectileCooldown
boolean moving
GreenfootSound death

void act()
void attackMove()
void checkHeroLocation()
void onDeath()
void randomMove()

DavidLiu

int speed
int counter
int fallingRate
SpritePlayer left, right

void attackMove()
void onDeath()
void randomMove()

Player

int health
int speedY, speedX, gravity
int deltaY, deltaX
int jumpCounter
boolean goingLeft, allowLeft, allowRight
boolean jumped, continueJump, allowJump
int maxY
int knockbackCounter
boolean bulletShot
int bulletCD
int weaponChoice
int missileAmmo, superMissileAmmo
boolean crouched
GreenfootImage g
String image
int transparency
int flashCycles
ArrayList tiles
boolean grounded
int imgHeight, imgWidth
ArrayList enemies

BossEye

int health

void act()
void attackMove()
int getHp()
void onDeath()
void randomMove()

Flight

int speed

void addedToWorld(World w)
void attackMove()
void onDeath()
void randomMove()

KeithWong

boolean producedFromSplit
int speedX, speedY, deltaX, deltaY
GreenfootImage g
int imgHeight, imgWidth
boolean flyRight
Player p
ArrayList player
int gravity
int jumpCycles
boolean hitGround, jumped
Tile tile
int scale

int flashCycles
ArrayList tiles
boolean grounded
int imgHeight, imgWidth
ArrayList enemies
Enemy enemy
boolean knockLeft, previouslyAttacked
int counter
int indexL, indexR
SpritePlayer leftRun, rightRun
GreenfootSound shootBullet
GreenfootSound shootMissile
GreenfootSound shootSuperMissile
GreenfootSound jumpSound

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void act()
void enemyhit(int amount)
int getHealth()
int getMissileAmmo()
int getSuperMissileAmmo()
boolean recentlyAttacked()
void setHealth(int amount)
void setMissileAmmo(int amount)
void setSuperMissileAmmo(int amount)

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void onDeath()
void randomMove()

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void randomMove()

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int gravity
int jumpCycles
boolean hitGround, jumped
Tile tile
int scale

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addedtoWorld(World w)
void attackMove()
void onDeath()
void onPlatform()
void randomMove()