SceneOne exetends Scene

Instance Variables

SceneImage background — the main background image for SceneOne SceneImage character — character image used in the scene int x — x-position of the character int v

Methods

SceneOne(SceneImage background, SceneImage character) - constructor to initialize the scene drawScene() - main animation logic animateEntrance() - moves character onto screen displayDialogue(String text)

SceneTwo exetends Scene

Instance Variables

SceneImage setting — image of the environment
SceneImage actionImage — image showing an action (e.g., shooting, jumping) int frameCount

Methods

SceneTwo(SceneImage setting,
SceneImage actionImage)
drawScene()
playAction()
fadeOut()

Superclass

Instance Variables

Images xpositions

Methods

drawText(...)
setTextHeight(...)
setTextColor(...)
setTextStyle(...)
drawImage(...)
clear(...)
pause(...)
playSound(...)

Subclass

Instance Variables

int[] xPositions SceneImage[] images

Methods

MyScene(SceneImage img1, SceneImage img2) drawScene() drawTitleText(String text, int y drawTitleText(String text) animateWalking() animateShooting()

Subclass

Instance Variables

Methods