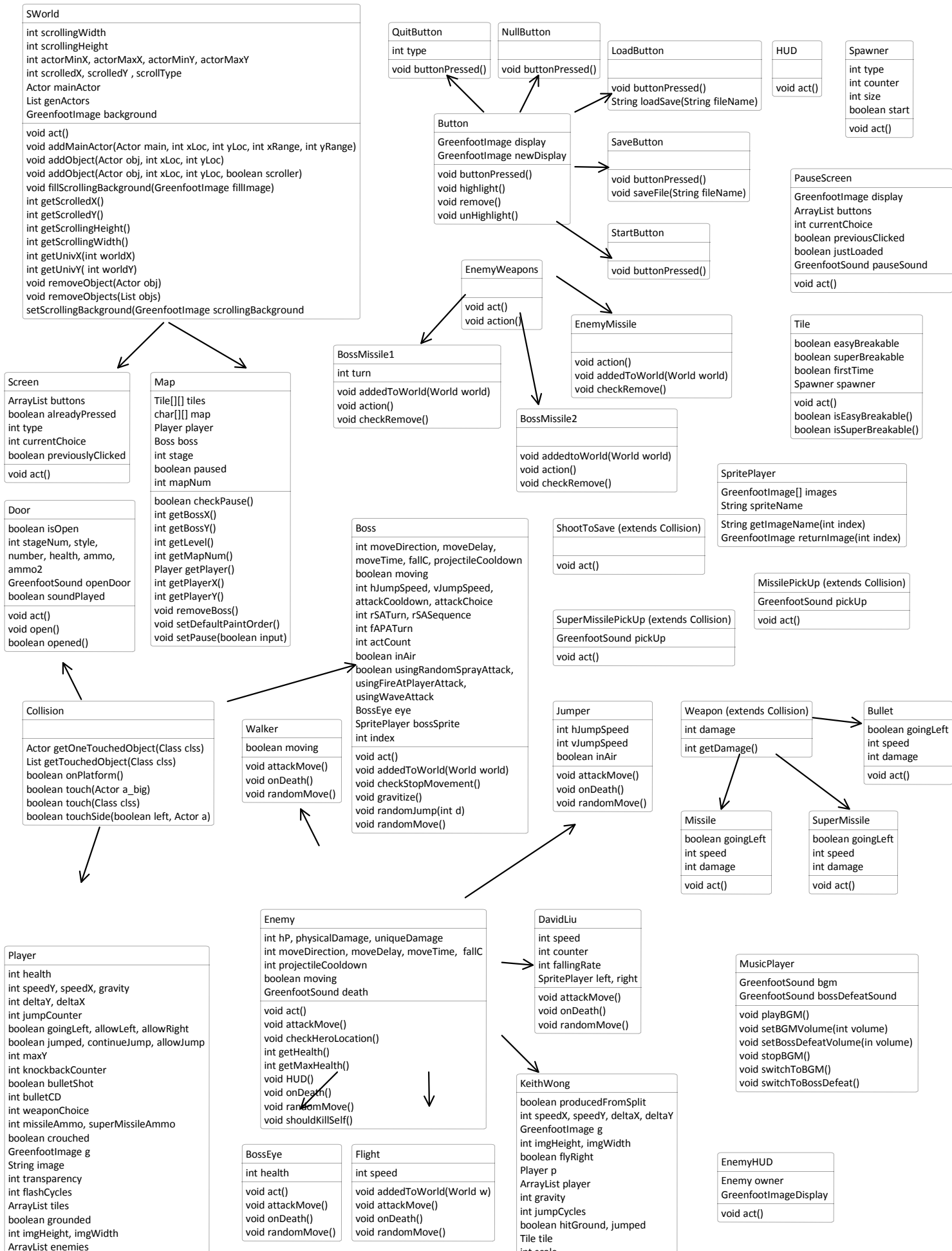


Metroid: The Recolouring Class Diagram

January 20, 2014
3:29 AM



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	void act() void attackMove() void onDeath() void randomMove()	void addedToWorld(World w) void attackMove() void onDeath() void randomMove()	int gravity int jumpCycles boolean hitGround, jumped Tile tile int scale addedToWorld(World w) void attackMove() void onDeath() void onPlatform() void randomMove()	GreenfootImageDisplay void act()
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) int getWeaponChoice()				