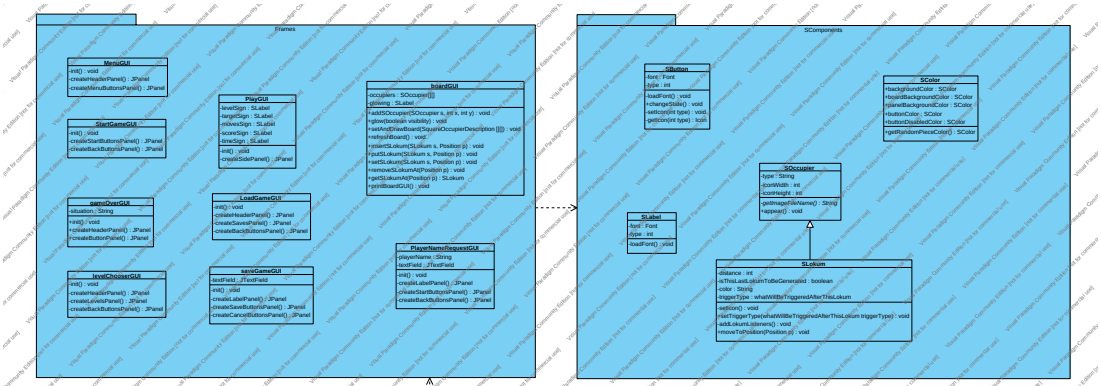
Frames
MenuGUI
-init() : void
-createHeaderPanel() : JPanel
-createMenuButtonsPanel() : JPanel
StartGameGUI
-init() : void
-createStartButtonsPanel() : JPanel
-createBackButtonsPanel() : JPanel
gameOverGUI
-init() : void
-createHeaderPanel() : JPanel
-createButtonsPanel() : JPanel
levelChooserGUI
-init() : void
-createHeaderPanel() : JPanel
-createLevelsPanel() : JPanel
-createBackButtonsPanel() : JPanel
PlayGUI
-levelSign : SLabel
-targetSign : SLabel
-movesSign : SLabel
-scoreSign : SLabel
-timeSign : SLabel
-init() : void
-createSidePanel() : JPanel
LoadGameGUI
-init() : void
-createHeaderPanel() : JPanel
-createSavesPanel() : JPanel
-createBackButtonsPanel() : JPanel
saveGameGUI
-textField : JTextField
-init() : void
-createLabelPanel() : JPanel
-createSaveButtonsPanel() : JPanel
-createCancelButtonsPanel() : JPanel
boardGUI
-occupiers : SOccupier[][]
-glowing : SLabel
-addSOccupier(SOccupier s, int x, int y) : void
-glow(boolean visibility) : void
-setAndPaintBoard(SquareOccupierDescription [][]) : void
-refreshBoard() : void
-insertSLokum(SLokum s, Position p) : void
-putSLokum(SLokum s, Position p) : void
-setSLokum(SLokum s, Position p) : void
-removeSLokumAt(Position p) : void
-getSLokumAt(Position p) : SLokum
-printBoardGUI() : void
PlayerNameRequestGUI
-playerName : String
-textField : JTextField
-init() : void
-createLabelPanel() : JPanel
-createStartButtonsPanel() : JPanel
-createBackButtonsPanel() : JPanel
SComponents
SButton
-font : Font
-type : int
-loadFont() : void
-getIcon(int type) : Icon
SColor
+backgroundColor : SColor
+boardBackgroundColor : SColor
+planeBackgroundColor : SColor
+buttonColor : SColor
+buttonDisabledColor : SColor
+getRandomPieceColor() : SColor
SLabel
-font : Font
-type : int
-loadFont() : void
SOccupier
-type : String
-iconWidth : int
-iconHeight : int
-getImageFileName() : String
-repaint() : void
SLokum
-distance : int
-isThisLastLokumToBeGenerated : boolean
-color : String
-triggerType : whatWillBeTriggeredAfterThisLokum
-setIcon() : void
-setTriggerType(whatWillBeTriggeredAfterThisLokum triggerType) : void
-addLokumListeners() : void
-removeToPosition(Position p) : void
Engine
GUIEngine
-instance : GUIEngine
-mainMenu : MenuGUI
-startMenu : StartGameGUI
-playScreen : playGUI
-levelChooser : levelChooserGUI
-playerRequester : playerNameRequestGUI
-loadGame : loadGameGUI
-player : Player
-maxLevel : int
-gameOverWindow : gameOverGUI
+getInstance() : GUIEngine
+start() : void
+playGame() : void
+exitGame() : void
+newGame(levelNo : int) : void
+loadGame(String path) : void
+returnMenu() : void
+buttonClicked(position : Position) : void
+startGame(Player p) : void
+nextPlayer() : void
+gameOverLosingSituation() : void
+gameOverWinningSituation() : void
+loadNextLevel() : void
+returnMainMenuFromGameOverScreen() : void
+askLoadGame() : void
+returnStartGUIFromLevelChoosen() : void
+returnMenuFromPlayerRequester() : void
+returnStartGUIFromLoadGUI() : void
+choosingLevel() : void
+swapLokumsOnPosition p1, Position p2) : void
GameEngine
-instance : GameEngine
-level : Level
-score : double
-movesLeft : int
-firstLokum : Lokum
-interactionFinished : boolean
-player : Player
-sPosition : Position
-completedSwapCounter : int
-totalScore : double
-timeLeft : long
-specialSwapLeft : int
-getInstance() : GameEngine
-reset(level) : void
+chosenLokum(position : Position) : void
+swapWith(position : Position) : void
+deselectLokum() : void
+decrementMovesLeft(amount : int) : void
+endInteraction() : void
+startInteraction() : void
+createNewGame(level : Level) : void
+createLoadedGame(Player p, String path) : void
+updateScoreBy(amount : double) : void
+lokumClicked(position : Position) : void
+updateMovesLeftBy(amount : int) : void
+saveGame(String gamePath) : void
+saveSession() : void
+completeSwap() : void
+checkGame() : boolean
-getNextLevel() : void
-gameWon() : void
CAS
Player
-name : String
-data : HashMap
+getId() : int
+setId(Id) : void
+getName() : String
+setName(name : String) : void
XMLParser
+getDomElement(File xml) : DOcument
+getElementValue(Node node) : String
+getValue(Element e, String str) : String
Goal
+goalReached() : boolean
Level
-levelNumber : int
-goal : Goal
-maxMoves : int
-xmlFile : File
-instance : Level
+getInstance() : Level
+loadLevel(int levelNo) : Level
+getTotalNumLevels() : int
ScoreGoal
-scoreGoal : double
+goalReached() : boolean
+toString() : String
TimeScoreGoal
-timeGoal : long
+goalReached() : boolean
+toString() : String
Board
-instance : Board
-boardMatrix : SquareOccupier[][]
+ROW_NUMBER : int
+COLUMN_NUMBER : int
-currentGenerationForRow : int
-currentGenerationForColumn : int
-findMatchCheckList : ArrayList
-currentLastGenerated : SLokum
-previousTotalCounter : int
-getInstance() : Board
+newBoard() : void
+loadBoard(loadedMatrix : SquareOccupier [][]) : void
+reset() : void
+hasSwap(position : Position, position2 : Position) : boolean
+fillLokumsToEmptySquares() : void()
+generateLokumsToEmptySquaresInAColumn(int column) : void
+generateLokumsToEmptySquares() : void
+findAllMatches() : void
+getLokumAt(Position p) : Lokum
+setLokum(Lokum l, Position p) : void
+toString() : String
+removeLokumAt(Position p) : void
+getRepresentationMatrix() : SquareOccupierDescription [][]
+explosiveLastGenerated(SLokum s) : void
Position
+x : int
+y : int
+equals(Position p) : boolean
+isValid(Position p) : boolean
AudioPlayer
+playBackgroundMusic() : void
ConfigurationLoader
+parseLevel(File xml, File xsd) : boolean
SessionLoader
-maxLevel : Level
-score : double
-player : Player
-sessionXSDFile : File
-instance : SessionLoader
-getInstance() : SessionLoader
+loadSession(Player p) : void
+isPlayerLoadable(Player p) : boolean
-loadPlayer(Document d) : Player
-loadScore(Document d) : double
-loadNextLevel(Document d) : Level
GameLoader
-player : Player
-occupierMatrix : SquareOccupier[][]
-score : double
-movesLeft : int
-level : Level
-gameXSDFile : File
-instance : GameLoader
-getInstance() : GameLoader
+loadGame(Player p, String gamePath) : void
-initSOccupierMatrix(SquareOccupier [][] : SquareOccupier so) : void
+isPlayerLoadable(Player p) : boolean
+isLoadableXML(File p) : HashMap
-loadPlayer(Document d) : Player
-loadBoard(Document d) : SquareOccupier [][]
-loadScore(Document d) : double
-loadMovesLeft(Document d) : int
-loadLevel(Document d) : Level
SessionSaver
+saveSession(Player p) : void
GameSaver
+saveCurrentGame(String gamePath) : void
Handlers
SubscriptionKeeper
-swapListenersList : ArrayList<SwapListeners>
-matchListenersList : ArrayList<MatchListeners>
-explodeListenersList : ArrayList<ExplodeListeners>
-instance : SubscriptionKeeper
-comboCount : int
-xmlFile : File
-getInstance() : SubscriptionKeeper
+swapped(lokum1 : Lokum , lokum2 : Lokum) : void
+explode(lokumList : ArrayList) : void
+findMatch(Lokum lokum) : void
+findMatches(Lokum lokum1, Lokum lokum2) : void
-loadListeners() : void
<<Interface>>
SwapListener
+swap(swapEvent : SwapEvent) : void
<<Interface>>
MatchListener
+match(matchEvent : MatchEvent) : void
<<Interface>>
ExplodeListener
+explode(explodeEvent : ExplodeEvent) : void
<<Interface>>
GenerateListener
+generate(generateEvent : GenerateEvent) : void
SwapEvent
-lokum1 : Lokum
-lokum2 : Lokum
GenerateEvent
-color : String
-position : Position
-detail : String
MovesLeftUpdater
WrappedStripedHandl...
WrappedWrappedHandler
StripedStripedHandler
ColorBombWrappedHandler
ColorBombColorBombHandler
ColorBombStripedHandler
ColorBombRegularHandler
ColorBombGenerator
WrappedGenerator
StripedGenerator
WrappedExploder
-explodeList(filter(Position pos, ArrayList list) : void
ColorBombExploder
-explodeList(filter(String color, ArrayList list) : void
-chosenPartsbombExploderColor(Position pos) : String
StripedExploder
RegularLokumExploder
TimeLokumExploder
ExplosionEvent
-lokum : Lokum
-comboCount : int
Match7TDetector
-crossMatch(Lokum lokum) : ArrayList
Match5TDetector
-verticalMatch(Lokum lokum) : ArrayList
-horizontalMatch(Lokum lokum) : ArrayList
Match4SDetector
-verticalMatch(Lokum lokum) : ArrayList
-horizontalMatch(Lokum lokum) : ArrayList
MatchEvent
-lokum : Lokum
Match3SDetector
-matched : boolean
-horizontalMatch(Lokum lokum, SquareOccupier [][] : ArrayList
-verticalMatch(Lokum lokum, SquareOccupier [][] : ArrayList
Occupiers
SquareOccupier
-position : Position
-description : SquareOccupierDescription
+isLokum() : boolean
Lokum
+getColor() : Color
+setColor(String color) : void
+isSpecialLokum() : boolean
SquareOccupierDescription
-type : String
+getRepresentation() : Representation
+getType() : String
+setType(type : String) : void
SpecialLokum
RegularLokum
LokumDescription
-color : String
ColorBombLokum
TimeLokum
-bonusTime : long
WrappedLokum
StripedLokum
-direction : String
+getDirection() : String
+setDirection(direction : String) : void
SquareOccupierFactory
-possibleColors : ArrayList
-instance : SquareOccupierFactory
+getInstance() : SquareOccupierFactory
+generateRandomRegularLokum() : Lokum
+generateRandomRegularLokum(Position p) : Lokum
+generateLokum(String color, String type) : Lokum