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| --- |
| public abstract class Character |
| protected String name  protected int x, y, maxX, maxY, health, attack, defense  protected double currentHealth  protected ImageIcon sprite |
| public void setName (String name)  public String getName()  public void setX (int x)  public int getX()  public void setY (int y)  public int getY ()  public void setMaxX (int x)  public int getMaxX()  public void setMaxY (int y)  public int getMaxY ()  public int getMaxHealth()  public double getHealth()  public void setHealth (double hp)  public int getAttack()  public int getDefense()  public String toString()  public void draw (Graphics gc)  is... A |

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| --- |
| public class Boss |
| private String type; |
| public Boss (String name, String type, int hp, int attack, int defense) |
| public void move (int distance)  public String getType()  public void updateHP() |
| There are no private methods |

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| --- |
| public class Player |
| There are no instance fields |
| public Player()  public Player (String name) |
| public void move(int velX, int velY)  public void updateHP () |
| There are no private methods |

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| --- |
| public abstract class Projectile |
| protected int, x, y, maxX, maxY, radius |
| public Projectile (int radius) |
| public abstract void move(int level, Character target)  public boolean isColliding (Character collidee)  public abstract void collisionReaction (Character attacker, Character defender)  public abstract void draw (Graphics gc) |
| There are no private methods |

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| public class BossProjectile |
| private String type  private int velY = 2 |
| public BossProjectile () |
| public void move(int level, Character target)  public void collisionReaction (Character attacker, Character defender)  public void draw (Graphics gc) |
| There are no private methods |

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| --- |
| public class PlayerProjectile |
| There are no instance fields |
| public PlayerProjectile (int x, int y) |
| public void move(int level, Character target)  public void collisionReaction (Character attacker, Character defender)  public void draw (Graphics gc) |
| There are no private methods |

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| --- |
| public class BattlePanel |
| int velX = 0, velY = 0, bossMove = 1, player PP = 10, level = 1, points = 0  String username  boolean gameBeaten = false  Player player = new Player()  Boss boss  Boss[] bosses  Scores[] scores  ArrayList<projectile> projectiles = new ArrayList<Projectile>()  ArrayList<item> items = new ArrayList<Item>()  Timer timer = new Timer (5, this) |
| public void nextLevel()  public void gameOver()  public void sort()  public void search() |

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| ActionListener |
| public void actionPerformed (ActionEvent e) |

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| KeyListener |
| public void keyPressed(KeyEvent e)  public void keyTyped (KeyEvent e)  public void keyReleased (KeyEvent e) |

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| JPanel |

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