Hidde & Koen

AI.as:

Eigenschappen:

\_Speed : number = 0

\_maxSpeed: number = 12

\_balls: array

\_target : Ball

Functies:Ai()

Init(e:Event) :void

Gettarget() :void

Loop(e:Event) :void

Ball.as:

Eigenschappen:

\_movement : Point;

Functies:

xMove():Number

xMove(move:Number):void

Ball()

init(e:Event):void

reset():void

restart(e:TimerEvent):void

loop(e:Event):void

destroy():void

Player.as:

Egenschappen:

\_controller : Controller;

\_speed : Number;

Functies:

Player()

init(e:Event):void

loop(e:Event):void