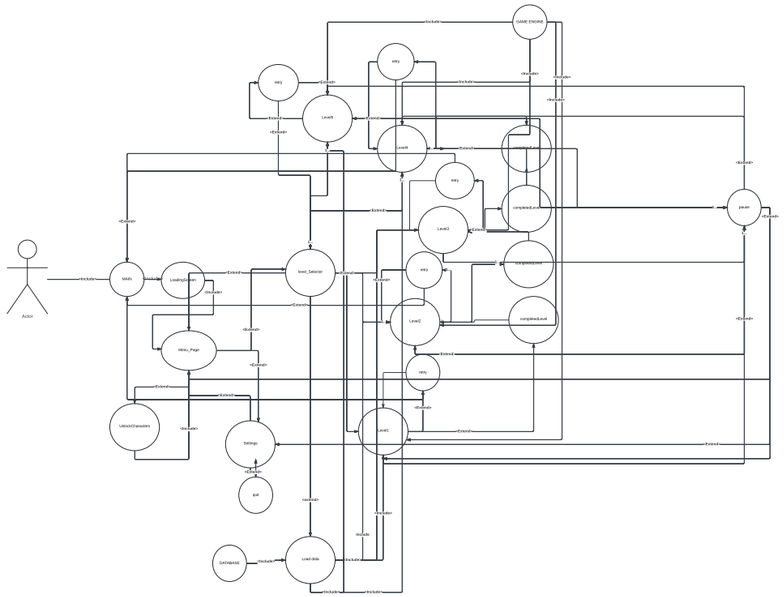
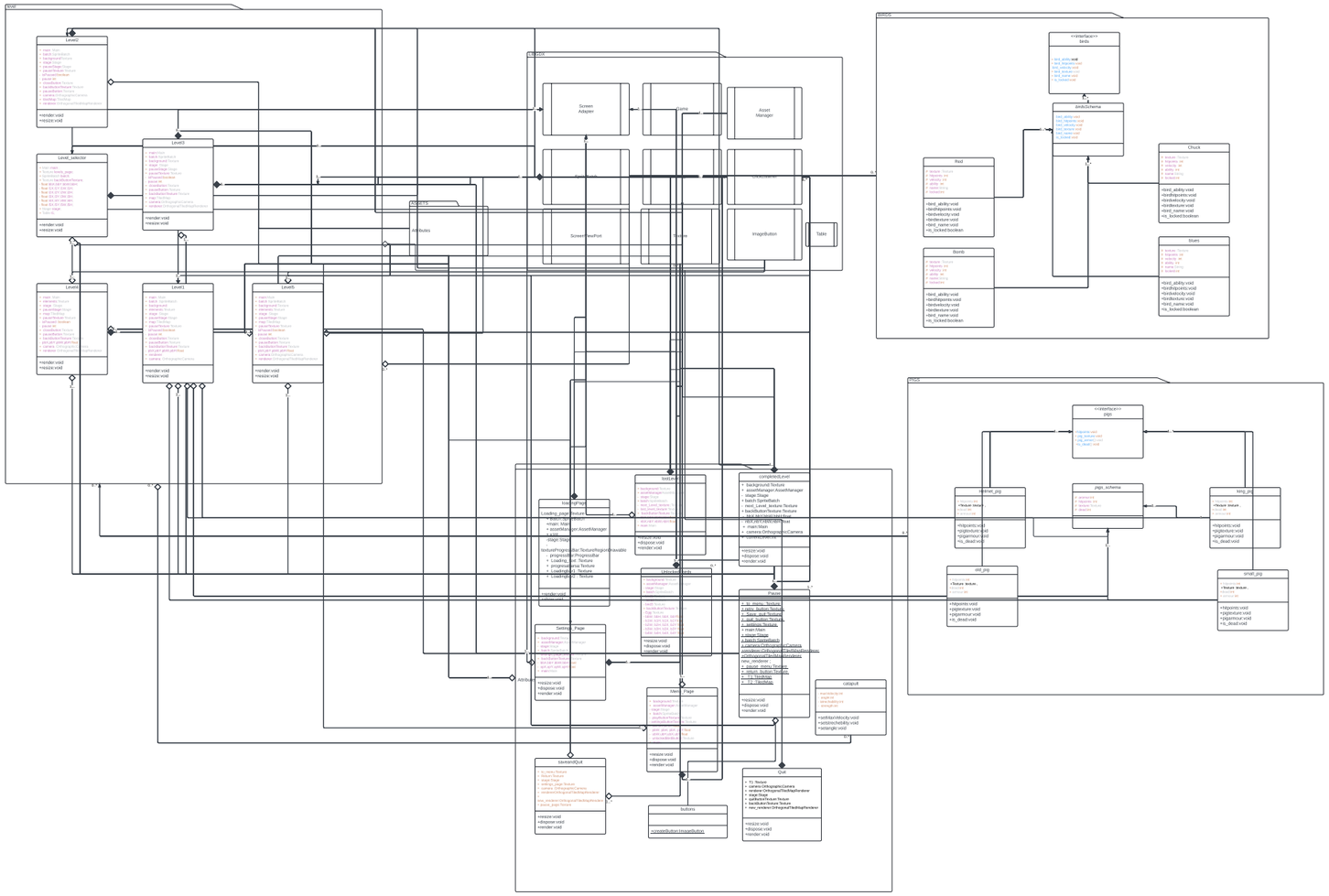

Actor
Main
Load_Screen
Menu_Page
Unlock2Transition
Settings
gui
DATABASE
Load_Data
load_Selector
Level1
Level2
Level3
Level4
Level5
Level6
GAME ENDED
pause
completedLevel
completedLevel
completedLevel
completedLevel
completedLevel
completedLevel
entry
entry
entry
entry
entry
entry
«Include»
«Extend»


Core
Level2
+ stage: Stage
+ batch: SpriteBatch
+ backgroundTexture
+ stage: Stage
+ batch: SpriteBatch
+ pauseButtonTexture
+ isPressedDownBool
+ camera
+ backButtonTexture
+ backButtonHoverTexture
+ pause: bool
+ camera: OrthographicCamera
+ window: OrthographicRenderWindow
+render: void
+resize: void
Level_selector
+ stage: Stage
+ backgroundTexture
+ pause_page: Texture
+ backgroundTexture
+ level_1: Texture
+ level_2: Texture
+ level_3: Texture
+ level_4: Texture
+ level_5: Texture
+ level_6: Texture
+ stage: Stage
+ camera
+render: void
+resize: void
Level3
+ stage: Stage
+ batch: SpriteBatch
+ background: Texture
+ stage: Stage
+ batch: SpriteBatch
+ pauseButtonTexture
+ isPressedDownBool
+ camera
+ backButtonTexture
+ backButtonHoverTexture
+ pause: bool
+ camera: OrthographicCamera
+render: void
+resize: void
Level4
+ stage: Stage
+ batch: SpriteBatch
+ background: Texture
+ stage: Stage
+ batch: SpriteBatch
+ pauseButtonTexture
+ isPressedDownBool
+ camera
+ backButtonTexture
+ backButtonHoverTexture
+ pause: bool
+ camera: OrthographicCamera
+render: void
+resize: void
Level5
+ stage: Stage
+ batch: SpriteBatch
+ background: Texture
+ stage: Stage
+ batch: SpriteBatch
+ pauseButtonTexture
+ isPressedDownBool
+ camera
+ backButtonTexture
+ backButtonHoverTexture
+ pause: bool
+ camera: OrthographicCamera
+render: void
+resize: void
Level6
+ stage: Stage
+ batch: SpriteBatch
+ background: Texture
+ stage: Stage
+ batch: SpriteBatch
+ pauseButtonTexture
+ isPressedDownBool
+ camera
+ backButtonTexture
+ backButtonHoverTexture
+ pause: bool
+ camera: OrthographicCamera
+render: void
+resize: void
Attributes
Screen Adapter
Game
Asset Manager
Screen Two Port
Screen
ImageButton
Table
Loading_page
Loading_page_Texture
+ assetManager: AssetManager
+main: Main
+ assetManager:AssetManager
- stage: Stage
- loadingPageTexture: TextureRegion[]
- progressBar: ProgressBar
- Loading1_Texture
- Loading2_Texture
- Loading3_Texture
- Loading4_Texture
+render: void
Settings_Page
+ background: Texture
+ assetManager: AssetManager
+ stage: Stage
+ batch: SpriteBatch
+ backgroundTexture
+ quit_spritesheet
+ quit_sprite_pos
+ camera
+resize: void
+dispose: void
+render: void
Menu_Page
+ background: Texture
+ assetManager: AssetManager
+ stage: Stage
+ batch: SpriteBatch
+ backgroundTexture
+ pause_spritesheet
+ pause_sprite_pos
+ camera
+ unlockedBoolArray
+resize: void
+dispose: void
+render: void
Unlock2Transition
+ assetManager: AssetManager
+ stage: Stage
+ batch: SpriteBatch
+ camera
+ unlockedBoolArray
+resize: void
+dispose: void
+render: void
completedLevel
+ background: Texture
+ assetManager: AssetManager
+ stage: Stage
+ batch: SpriteBatch
+ next_Level_texture: Texture
+ backButtonTexture: Texture
+ backButtonHoverTexture: Texture
+ pause: bool
+ camera: OrthographicCamera
+ camera: Camera
+resize: void
+dispose: void
+render: void
Pause
+ in_menu: Texture
+ quit_button: Texture
+ Save_and: Texture
+ quit_button: Texture
+ pause_menu: Texture
+ main: Main
+ stage: Stage
+ batch: SpriteBatch
+ camera: OrthographicCamera
+ window: OrthographicRenderWindow
+ GlyphLayout GlyphMetrics;
+ new_window
+ pause_menu: Texture
+ quit_button: Texture
+ T1: Texture
+ T2: Texture
+resize: void
+dispose: void
+render: void
catapult
+ mainVelocity: int
+ angle: int
+ strength: int
+setMainVelocity: void
+setAngle(int): void
+setStrength: void
SettingsQuit
+ in_menu: Texture
+ Save: Texture
+ stage: Stage
+ quit_button: Texture
+ camera: OrthographicCamera
+ window: OrthographicRenderWindow
+ new_window: OrthographicRenderWindow
+ pause_menu: Texture
+resize: void
+dispose: void
+render: void
Quit
+ T1: Texture
+ camera: OrthographicCamera
+ window: OrthographicRenderWindow
+ stage: Stage
+ backgroundTexture: Texture
+ backButton: Texture: Texture
+ new_window: OrthographicRenderWindow
+resize: void
+dispose: void
+render: void
buttons
+<<implEnum>>:ImageButton
Bird
+ texture: Texture
+ frequency: int
+ velocity: int
+ ability: int
+ name: String
+ isDeadBool
+bird_ability:void
+bird_frequency:void
+bird_velocity:void
+bird_texture:void
+bird_name:void
+is_locked:boolean
Chuck
+ texture: Texture
+ frequency: int
+ velocity: int
+ ability: int
+ name: String
+ isDeadBool
+bird_ability:void
+bird_frequency:void
+bird_velocity:void
+bird_texture:void
+bird_name:void
+is_locked:boolean
Bomb
+ texture: Texture
+ frequency: int
+ velocity: int
+ ability: int
+ name: String
+ isDeadBool
+bird_ability:void
+bird_frequency:void
+bird_velocity:void
+bird_texture:void
+bird_name:void
+is_locked:boolean
Blues
+ texture: Texture
+ frequency: int
+ velocity: int
+ ability: int
+ name: String
+ isDeadBool
+bird_ability:void
+bird_frequency:void
+bird_velocity:void
+bird_texture:void
+bird_name:void
+is_locked:boolean
Pigs
<<interface>>
Birds
+bird_ability:void
+bird_frequency:void
+bird_velocity:void
+bird_texture:void
+bird_name:void
+is_locked:void
JinxSchema
+bird_ability:void
+bird_frequency:void
+bird_velocity:void
+bird_texture:void
+bird_name:void
+is_locked:void
Pigs
<<interface>>
pigs
+frequency:int
+ pig_texture:void
+is_dead:void
+pig_name:void
Minion_pig
+ texture: Texture
+ frequency: int
+ pig_texture: Texture
+ name: String
+frequency:void
+pigsprite:void
+pigarmour:void
+is_dead:void
_pigs_scheme
+ parameter1
+ parameter2
+ texture: Texture
+ frequency
King_pig
+ texture: Texture
+ frequency: int
+ pig_texture: Texture
+ name: String
+frequency:void
+pigsprite:void
+pigarmour:void
+is_dead:void
Helmet_pig
+ texture: Texture
+ frequency: int
+ pig_texture: Texture
+ name: String
+frequency:void
+pigsprite:void
+pigarmour:void
+is_dead:void
Small_pig
+ texture: Texture
+ frequency: int
+ pig_texture: Texture
+ name: String
+frequency:void
+pigsprite:void
+pigarmour:void
+is_dead:void