

Window
<ul style="list-style-type: none"> - canvas: Canvas - thread: Thread - running: boolean - bs: BufferStrategy - g: Graphics - FPS: int = 60 - TARGETTIME: double - delta: double - AVERAGEFPS: int - keyboard: Keyboard - mouseinput: Mouseinput
<ul style="list-style-type: none"> + Window() + mainArgs: String[]: void - update(dt: float): void - draw(): void - init(): void - run(): void - start(): void - stop(): void

GameObject
- texture: BufferedImage - position: Vector2D
+ GameObject(position: Vector2D, texture: BufferedImage) + getPosition(): Vector2D + setPosition(position: Vector2D): void + update(t: float): void (abstract) + draw(g: Graphics): void (abstract)

State
- currentState: State [static]
+ getCurrentState(): State [static] + changeState(newState: State): void [static] + update(dt: float): void [abstract] + draw(): Graphics: void [abstract]

Action
+ doAction(): void

Sound
<ul style="list-style-type: none"> - clip: Clip - volume: FloatControl
<ul style="list-style-type: none"> + Sound(clip: Clip) + play(): void + loop(): void + stop(): void + getFramePosition(): int + changeVolume(value: float): void

Vector2D
- x: double
- y: double
* Vector2D() * Vector2D(x: double, y: double) * Vector2D(v: Vector2D) * add(v: Vector2D): Vector2D * subtract(v: Vector2D): Vector2D * scale(value: double): Vector2D * limit(value: double): Vector2D * normalize(): Vector2D * getMagnitude(): double * setDirection(angle: double): Vector2D * getAngle(): double * getX(): double * setX(x: double): void * getY(): double * setY(y: double): void

MouseInput
+ X: int + Y: int + MouseButton: boolean <<static>>
+ mousePressed(e: MouseEvent): void + mouseReleased(e: MouseEvent): void + mouseDragged(e: MouseEvent): void + mouseMoved(e: MouseEvent): void

JSONParser
<pre> + <<static>> readFile(): ArrayList<ScoreData> throws FileNotFoundException + <<static>> writeToFile(dataList: ArrayList<ScoreData>) throws IOException </pre>

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XMLParser
+ readFile(): ArrayList<ScoreData>
+ writeFile(dataList:
  ArrayList<ScoreData>): void
  throws XMLStreamException,
  IOException
```

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+ ScoreData()
+ ScoreData(score: int)
+ getDate(): String
+ setDate(date: String): void
+ getScore(): int
+ setScore(score: int): void

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Keyboard
<ul style="list-style-type: none"> - keys: boolean[] - static UP: boolean - static LEFT: boolean - static RIGHT: boolean - static SHOOT: boolean
<ul style="list-style-type: none"> - Keyboard() - update(): void - keyPressed(): KeyEvent: void - keyReleased(): KeyEvent: void - keyTyped(): KeyEvent: void

```
+ <<static>> drawText(  
    g: Graphics,  
    text: String,  
    pos: Vector2D,  
    center: Boolean,  
    color: Color,  
    font: Font  
): void
```

Animation
<ul style="list-style-type: none"> - frames: BufferedImage[] - velocity: int - index: int - running: boolean - position: Vector2D - time: long
<ul style="list-style-type: none"> + Animation(frames: BufferedImage[], velocity: int, position: Vector2D) + update(dt: float): void + isRunning(): boolean + getPosition(): Vector2D + getCurrentFrame(): BufferedImage

Loader
+ <<static>> ImageLoader[path: String]: BufferedImage
+ <<static>> loadFont[path: String, size: int]: Font
+ <<static>> loadSound[path: String]: Clip

Assets
- frames: BufferedImage[]
- velocity: int
- index: int
- running: boolean
- position: Vector2D
- time: long
+ Animation(frames: BufferedImage[], velocity: int, position: Vector2D)
+ update(dt: float): void
+ isRunning(): boolean
+ getPosition(): Vector2D
+ getCurrentFrame(): BufferedImage