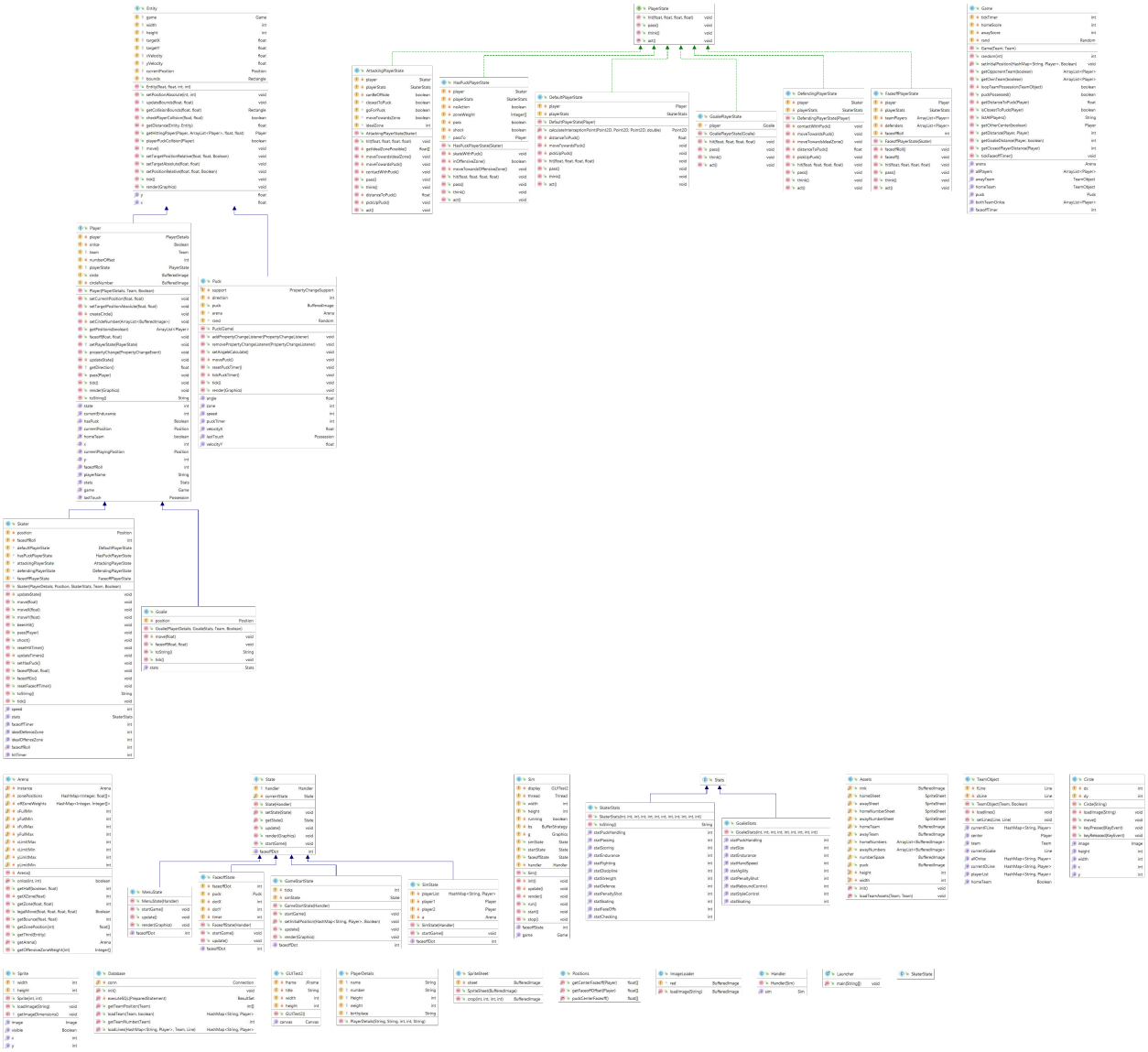
Entity
game Game
width int
height int
targetX float
targetY float
xVelocity float
yVelocity float
currentPosition Position
bounds Rectangle
Entity(float, float, int, int)
setPosition(Absolute, int) void
updateBounds(float, float) void
getCollisionBounds(float, float) Rectangle
checkPlayerCollision(float, float) boolean
getDistance(Entity, Entity) float
getHitOnPlayer(Player, ArrayList<Player>, float, float) Player
playerPuckCollision(Player) boolean
move() void
setTargetPositionRelative(float, float, Boolean) void
setTargetMoveLeft(float, float) void
setPositionRelative(float, float, Boolean) void
tick() void
render(Graphics) void
y float
x float
PlayerState
hit(float, float, float, float) void
pass() void
tire() void
act() void
AttackingPlayerState
player Skater
playerStats SkaterStats
canBeOffside boolean
closerToPuck boolean
goForPuck boolean
moveTowardsZone boolean
idealZone int
AttackingPlayerState(Skater)
hit(float, float, float, float) void
getIdealZonePossible() float[]
moveTowardsIdealZone() void
moveTowardsPuck() void
centerWithPuck() void
pass() void
tire() void
distanceToPuck() float
pickUpPuck() void
act() void
HasPuckPlayerState
player Skater
playerStats SkaterStats
nearhem boolean
zoneWeight Integer[]
pass boolean
shoot boolean
passTo Player
HasPuckPlayerState(Skater)
moveWithPuck() void
inOffensiveZone() boolean
moveTowardsOffensiveZone() void
hit(float, float, float, float) void
pass() void
tire() void
distanceToPuck() float
pickUpPuck() void
act() void
DefaultPlayerState
player Player
playerStats SkaterStats
DefaultPlayerState(Player)
calculateIntersection(Point2D, Point2D, Point2D, double) Point2D
distanceToPuck() float
moveTowardsPuck() void
pickUpPuck() void
hit(float, float, float, float) void
pass() void
tire() void
act() void
GoalePlayerState
player Goale
GoalePlayerState(Goale)
hit(float, float, float, float) void
pass() void
tire() void
act() void
DefendingPlayerState
player Skater
playerStats SkaterStats
DefendingPlayerState(Player)
connectWithPuck() void
moveTowardsPuck() void
moveTowardsIdealZone() void
distanceToPuck() float
pickUpPuck() void
hit(float, float, float, float) void
pass() void
tire() void
act() void
FaceoffPlayerState
player Player
playerStats SkaterStats
teamPlayers ArrayList<Player>
defenders ArrayList<Player>
faceoffBol int
FaceoffPlayerState(Skater)
faceoffBol() void
takeIt() void
hit(float, float, float, float) void
pass() void
tire() void
act() void
Game
totTimer int
homeScore int
awayScore int
rand Random
Game(Team, Team)
random(int) int
setInitialPosition(HashMap<String, Player>, Boolean) void
getOpponentTeam(Boolean) ArrayList<Player>
getOwnTeam(Boolean) ArrayList<Player>
loopTeamPossession(TeamObject) boolean
pushPossessed() boolean
getDistanceToPuck(Player) float
isCloserToPuck(Player) boolean
isAllPlayers() String
getOtherCenterBoolean() Player
getDistance(Player, Player) int
getGoaleDistance(Player, boolean) int
getClosestPlayerDistance(Player) int
totFaceoffTimer() void
arena Arena
allPlayers ArrayList<Player>
awayTeam TeamObject
homeTeam TeamObject
puck Puck
bothTeamOnIce ArrayList<Player>
faceoffTimer int
Player
player PlayerDetails
onIce Boolean
team Team
numberOffset int
playerState PlayerState
circle BufferedImage
circleNumber BufferedImage
Player(PlayerDetails, Team, Boolean)
setCurrentPosition(float, float) void
setTargetPositionAbsolute(float, float) void
create(Circle) void
setCircleNumber(ArrayList<BufferedImage>) void
getPositionsBoolean() Array<int>[Player>
faceoffBol(float, float) void
setPlayerState(PlayerState) void
propertyChange(PropertyChangeEvent) void
updateState() void
getDirection() float
awayPlayer() void
tick() void
render(Graphics) void
toString() String
state int
currentEnduranse int
hasPuck Boolean
currentPosition Position
homeTeam boolean
c int
currentPlayingPosition Position
y int
faceoffBol int
playerName String
stats Stats
game Game
lastTouch Possession
Puck
support PropertyChangeSupport
direction int
puck BufferedImage
arena Arena
rand Random
Puck(Game)
addPropertyChangeListener(PropertyChangeListener) void
removePropertyChangeListener(PropertyChangeListener) void
setAngleCalculate() void
movePuck() void
resetPuckTimer() void
tidePuckTimer() void
tick() void
render(Graphics) void
angle float
zone int
speed int
puckTimer int
velocityX float
lastTouch Possession
velocityY float
Skater
position Position
faceoffBol int
defaultPlayerState DefaultPlayerState
hasPuckPlayerState HasPuckPlayerState
attackingPlayerState AttackingPlayerState
defendingPlayerState DefendingPlayerState
faceoffPlayerState FaceoffPlayerState
Skater(PlayerDetails, Position, SkaterStats, Team, Boolean)
updateState() void
move(float) void
move(float) void
move1(float) void
beerIt() void
passPlayer() void
shoot() void
resetHitTimer() void
updateTimer() void
setHitPuck() void
faceoff(float, float) void
faceoffDo() void
resetFaceoffTimer() void
toString() String
tick() void
speed int
stats SkaterStats
faceoffTimer int
idealDefenseZone int
idealOffenseZone int
faceoffBol int
hitTimer int
Goale
position Position
Goale(PlayerDetails, GoaleStats, Team, Boolean)
move(float) void
faceoff(float, float) void
toString() String
tick() void
stats Stats
Arena
instance Arena
zonePositions HashMap<Integer, float[]>
xRZoneWeights HashMap<Integer, Integer[]>
xFullMin int
yFullMin int
xFullMax int
yFullMax int
xLimitMax int
xLimitMin int
yLimitMax int
yLimitMin int
Arena()
crossLine(int, int) boolean
getHalf(boolean, float) int
getZoneOf(float) int
getZoneOf(float, float) int
legalMove(float, float, float, float) Boolean
getBoundsOf(int, float) int
getZonePosition(int) float[]
getTimeOf(int) int
getArena() Arena
getOfWhichZoneWeight(int) Integer[]
State
handler Handler
currentState State
State(Handler)
setState(State) void
getState() State
update() void
render(Graphics) void
startGame() void
faceoffDo() void
MenuState
MenuState(Handler)
startGame() void
update() void
render(Graphics) void
faceoffDo() int
FaceoffState
faceoffDot int
puck Puck
dotX int
dotY int
timer int
FaceoffState(Handler)
startGame() void
update() void
faceoffDot int
GameStarState
tobs int
winState int
GameStarState(Handler)
startGame() void
setInitialPosition(HashMap<String, Player>, Boolean) void
update() void
render(Graphics) void
faceoffDot int
GameState
playerList HashMap<String, Player>
player1 Player
player2 Player
a a Arena
GameState(Handler)
startGame() void
faceoffDot int
Sim
display GUITest2
thread Thread
width int
height int
running boolean
bs BufferStrategy
g Graphics
winState int
startState State
faceoffState State
handler Handler
Sim()
init() void
update() void
render() void
run() void
start() void
stop() void
keyoffDots int
game Game
Stats
SkaterStats
SkaterStats(int, int, int, int, int, int, int, int, int, int, int)
toString() String
statPuckHandling int
statSize int
statEndurance int
statHomeSpeed int
statAgility int
statPenaltyShot int
statRebounceControl int
statDiscipleControl int
statBlocking int
statFaceOffs int
statChecking int
GoaleStats
GoaleStats(int, int, int, int, int, int, int, int, int)
statPuckHandling int
statSize int
statEndurance int
statHomeSpeed int
statAgility int
statPenaltyShot int
statRebounceControl int
statDiscipleControl int
statBlocking int
statFaceOffs int
statChecking int
Assets
rink BufferedImage
homeSheet SpriteSheet
awaySheet SpriteSheet
homeNumberSheet SpriteSheet
awayNumberSheet SpriteSheet
homeTeam BufferedImage
awayTeam BufferedImage
homeNumbers ArrayList<BufferedImage>
awayNumbers ArrayList<BufferedImage>
numberSpace BufferedImage
puck BufferedImage
height int
width int
init() void
loadTeamAssets(Team, Team) void
TeamObject
firstLine Line
secLine Line
TeamObject(Team, Boolean)
loadLines() void
getLineOf(Line, Line) void
currentSline HashMap<String, Player>
center Player
team Team
currentSwaiter Line
allOnIce HashMap<String, Player>
currentDline HashMap<String, Player>
playerList HashMap<String, Player>
homeTeam Boolean
Circle
x int
y int
Circle(String)
loadImage(String) void
move() void
keyPressed(KeyEvent) void
keyReleased(KeyEvent) void
image Image
height int
width int
x int
y int
Sprite
width int
height int
Sprite(int, int)
loadImage(String) void
getImage(Dimensions) void
image Image
visible Boolean
x int
y int
Database
conn Connection
init() void
executeQ(PreparedStatement) ResultSet
getTeamPosition(Team) int[]
loadTeam(Team, boolean) HashMap<String, Player>
getTeamNumberTeam() int
loadLines(HashMap<String, Player>, Team, Line) HashMap<String, Player>
GUITest2
frame JFrame
title String
width int
height int
GUITest2()
canvas Canvas
PlayerDetails
name String
number String
Height int
weight int
birthplace String
PlayerDetails(String, String, int, int, String)
SpriteSheet
sheet BufferedImage
SpriteSheet(BufferedImage)
crop(int, int, int, int) BufferedImage
PositionS
getCenterFaceoff(Player) float[]
getFaceoffOffset(Player) float[]
puckCenterFaceoff() float[]
ImageLoader
red BufferedImage
loadImage(String) BufferedImage
Handler
Handler(Sim)
sim Sim
Launcher
main(String[]) void
SkaterStats