

Period 8

Casa de Java

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shooter.pde

```
int health;  
enemy[ ] enemies;  
user[ ] towers;
```

```
void setup();  
void draw();  
void mouseClicked();
```

minion.pde

```
final int ALIVE, DEAD  
final float CHANGE_FACTOR  
int state;  
color c;  
float xCor, yCor;  
float xVel, yVel;  
float size;
```

```
void move();  
void collide();
```

enemy.pde

```
final int ALIVE, DEAD  
final float CHANGE_FACTOR  
int state;  
color c;  
float xCor, yCor;  
float xVel, yVel;  
float size;
```

```
void move();  
void collide();
```

user.pde

```
color c;  
float xCor, yCor;  
float xVel, yVel;  
float size;  
minion[ ] minions;
```

```
void run();
```