~ LEAGUE INVADERS GAME ~

LeagueInvaders

- main, *LeagueInvaders* constructor
- setup() method
- gameFrame (JFrame)
- WIDTH, HEIGHT

gamePanel

GamePanel

- Member variables: currentState, timer
- startGame() method
- methods to_update and draw the menu/game/end states
- Paint component (java Graphics)
- <u>Listeners</u>: actionPerformed (panel), keyPressed

objectManaager

ObjectManager

- alien/rocket/bullet images
- Member variables: hasImages, score, enemyTimer, enemySpawnTime
- ObjectManager constructor
- addObject(GameObject[...])
- update(), draw(), reset()
- purgeObjects(), manageEnemies(), checkCollision()
- getScore(), setScore()

objects

GameObject

- Member variables: x, y, width, height, isAlive, collisionBox
- GameObject constructor
- update(), draw()

extends

GameObject

Alien

- Alien constructor
- update(), draw()

Projectile

- Projectile constructor
- update(), draw()

Rocketship

- Rocketship constructor
- Update(), draw()