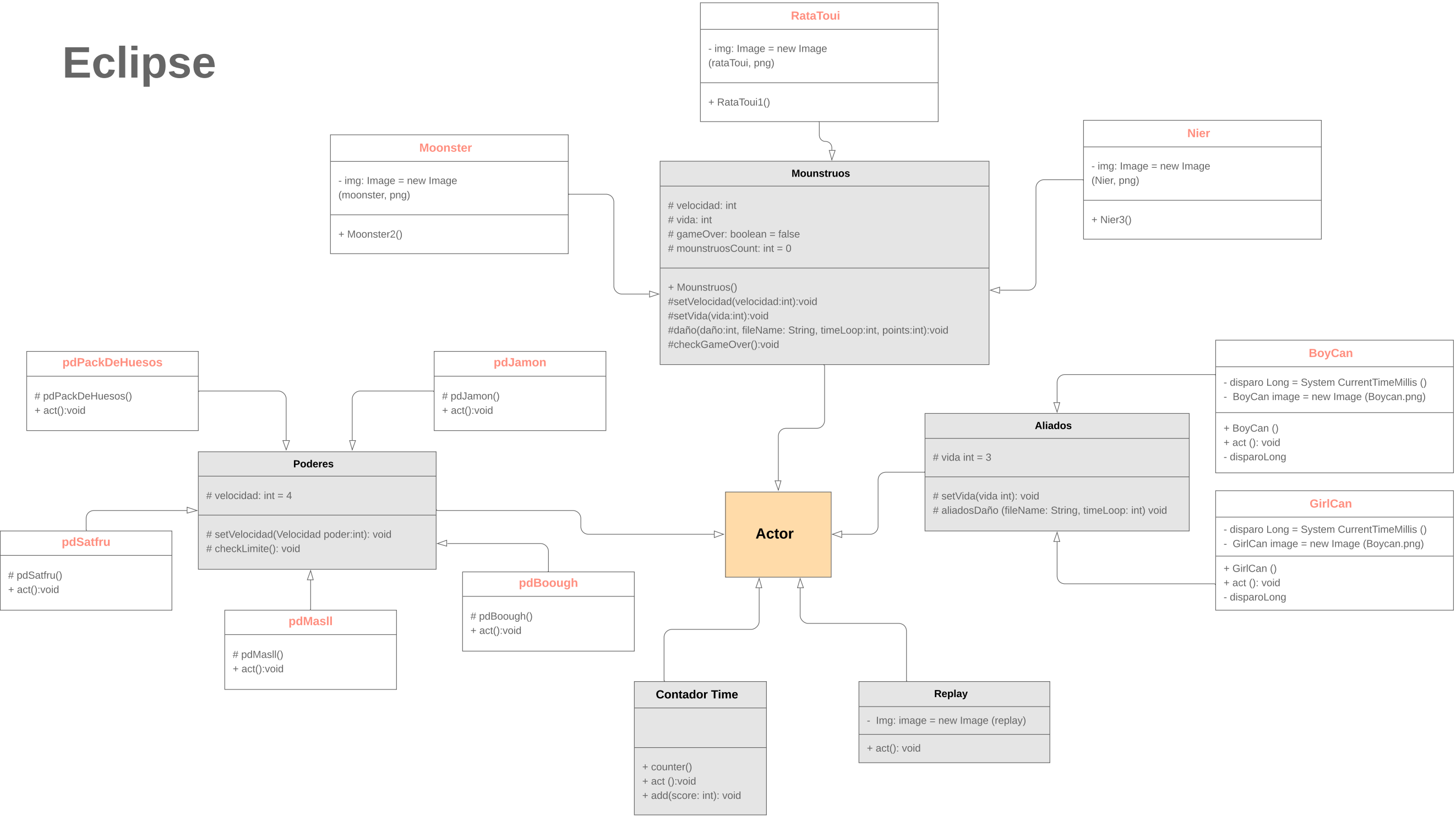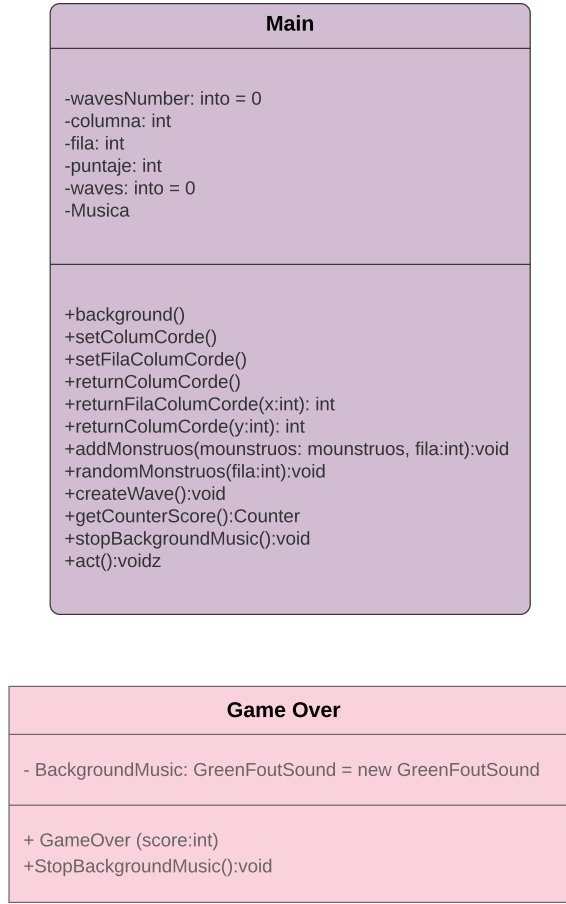# SuperCan - Diagrama UML
Lina Vasquez - A00351402

Eclipse

Main

-wavesNumber: into = 0
-columna: int
-fila: int
-puntaje: int
-waves: into = 0
-Musica

+background()
+setColumCorde()
+setFilaColumCorde()
+returnColumCorde()
+returnFilaColumCorde(x:int): int
+returnColumCorde(y:int): int
+addMonstruos(mounstruos: mounstruos, fila:int):void
+randomMonstruos(fila:int):void
+createWave():void
+getCounterScore():Counter
+stopBackgroundMusic():void
+act():voidz

Game Over

- BackgroundMusic: GreenFoutSound = new GreenFoutSound

+ GameOver (score:int)
+StopBackgroundMusic():void

RataToui

- img: Image = new Image
(rataToui, png)

+ RataToui1()

Moonster

- img: Image = new Image
(moonster, png)

+ Moonster2()

Nier

- img: Image = new Image
(Nier, png)

+ Nier3()

Mounstruos

velocidad: int
vida: int
gameOver: boolean = false
mounstruosCount: int = 0

+ Mounstruos()
#setVelocidad(velocidad:int):void
#setVida(vida:int):void
#daño(daño:int, fileName: String, timeLoop:int, points:int):void
#checkGameOver():void

pdPackDeHuesos

pdPackDeHuesos()
+ act():void

pdJamon

pdJamon()
+ act():void

Poderes

velocidad: int = 4

setVelocidad(Velocidad poder:int): void
checkLimite(): void

pdSatfru

pdSatfru()
+ act():void

pdMasll

pdMasll()
+ act():void

pdBoough

pdBoough()
+ act():void

Actor

Aliados

vida int = 3

setVida(vida int): void
aliadosDaño (fileName: String, timeLoop: int) void

BoyCan

- disparo Long = System CurrentTimeMillis ()
- BoyCan image = new Image (Boycan.png)

+ BoyCan ()
+ act (): void
- disparoLong

GirlCan

- disparo Long = System CurrentTimeMillis ()
- GirlCan image = new Image (Boycan.png)

+ GirlCan ()
+ act (): void
- disparoLong

Contador Time

+ counter()
+ act ():void
+ add(score: int): void

Replay

- Img: image = new Image (replay)

+ act(): void

Android

Thread

Comunicación UDP

- CnMessageListener (): Interface
- EnviarMensaje (): void
- Run (): void
- setObserver(UnMessageListener): void

Comunicación UDP

- CnMessageListener (): Interface
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Main

Button Up
Button Down
Button Shoot
Button Replay
Button Pause