17 nov 2017

Main
+mw:MyWindow

+main()

MyWindow
-serialVersionUID:long
+canvas:MyCanvas

+ MyWindow()

JFrame

Canvas

MyCanvas
-serialVersionUID:long
-context:GameStateContext
-running:boolean
-gameOver:boolean
-isPaused :boolean
-animator:Thread
-image:BufferedImage

+ MyCanvas()
+paint(Graphics g)
+gameUpdate()
+run()
+startGame()
+stopGame()
+update(Graphics g)
+gameRender()
+printScreen()

Runnable

KeyListener

MouseListener

GameStateContext
+run:GameStateRunning
+pause:GameStatePaused
+go:GameStateGameOver
+current:GameState

//setters&getters
+end():
+resume()
+pause()
+update()
+paint(Graphics g)
+keyPressed(KeyEvent k)
+keyReleased(KeyEvent k)
+keyTyped(KeyEvent k)

GameState
+end()
+pause()
+resume()
+update()
+paint(Graphics g)
+keyboard(int k)
+keyboardReleased(int k)
+mouseClicked(int x,int y)

Camera
-p1:Hero
-x:int
-y:int
-initialx:int
-initialy:int

//setters&getters
+moveCamera()
+update()

Hero
-img:ImageLoader
-movingRight:boolean
-wallCollide:boolean
-movingLeft:boolean
-jumping:boolean
-atacking:boolean
-floorCollide:boolean
-enemyCollide:boolean
-lives:int
-movementX:int
-fall:double
-fallSpeed:int
-fallDistance:float
-topSpeed:int
-jumpHeight:int
-side:int
-i:int

//setters
+paint(Graphics g)
+move(int k)
+update()
+floorCollision()
+updatePosition()

Entity Manager
-hero:Hero
-enemigos: ArrayList
-col:Block
-img:ImageLoader
-bd:BackGround
-cam:Camera
-rand:Random
-plat:Plataforms

//getters
+paint(Graphics g)
+update()
+keyboard(int k)
+keyboardReleased(int k)
+checkCollisionPiso()
+spawnEnemies()
+checkCollisionPared()
+checkCollisionEnemy()

GameObject
#x:int
#y:int
#sizeX:int
#sizeY:int
#color:Color
#rect:Rectangle
#pic:BufferedImage

//getters
+paint(Graphics g)
+update()
+collision(Rectangle r):boolean

GameStateRunning
+gc: GameStateContext

//setters&getters
+end():
+resume()
+pause()
+update()
+paint(Graphics g)
+keyboard(int k)
+keyboardReleased(int k)
+mouseClicked(int x,int y)

GameStatePaused
+gc: GameStateContext

//setters&getters
+end():
+resume()
+pause()
+update()
+paint(Graphics g)
+keyboard(int k)
+keyboardReleased(int k)
+mouseClicked(int x,int y)

GameStateGameOver
+gc: GameStateContext

//setters&getters
+end():
+resume()
+pause()
+update()
+paint(Graphics g)
+keyboard(int k)
+keyboardReleased(int k)
+mouseClicked(int x,int y)

GameStateGameOver
+gc: GameStateContext
-play:Rectangle
-about:Rectangle
-back:Rectangle
-image:String

//setters&getters
+end():
+resume()
+pause()
+update()
+paint(Graphics g)
+keyboard(int k)
+keyboardReleased(int k)
+mouseClicked(int x,int y)

Block
-mapX:int
-mapY:int
-c1:Camera

+paint(Graphics g)
+update()
+setRect()

Enemy
-moveX:int
-img:ImageLoader
-startX:int
-m:int
-i:int
-c1:Camera
-mapY:int
-mapX:int

//setters&getters
+idle()
+paint(Graphics g)
+attack()
+movement()
+update()

BackGround
-img:ImageLoader
-c1:Camera
-mapX:int
-mapY:int

+paint(Graphics g)
+update()
+scroll()

Plataforms
-c1:Camera
-plat:LinkedList<Block>

+paint(Graphics g)
+update()
+checkCollision()

EnemyFactory
-e:Enemy
-instance:EnemyFactory

+getInstance():EnemyFactory
+getEnemy(Camera cam):Ene

ImageLoader
-instance: ImageLoader
-images:HashTable<String,
BufferedImage>

+getInstance():EnemyFactory
+getEnemy():Enemy
+getImage

StateFactory
-s:GameState
-instance:StateFactory

+getInstance():StateFactory
+getState():GameState