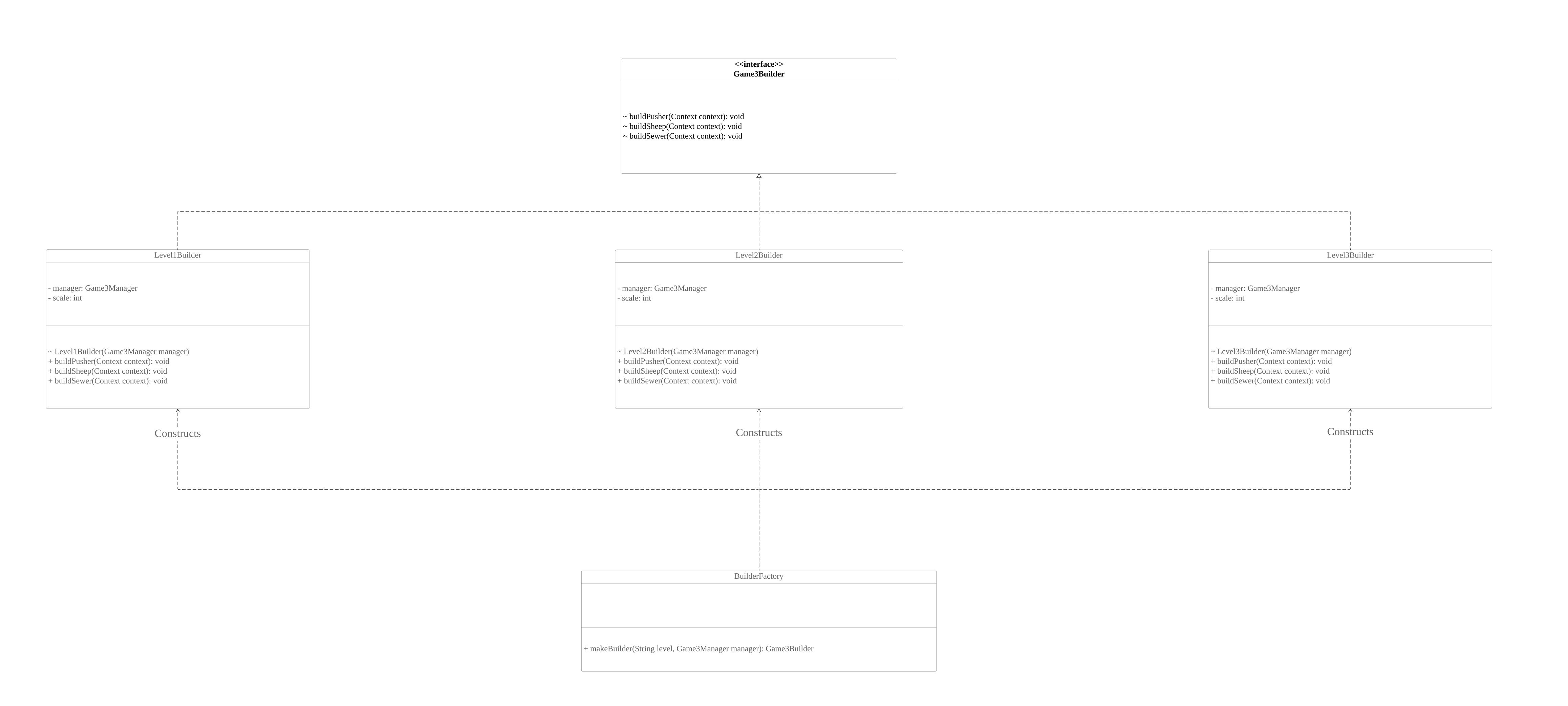
Game3



GameThread - final surfaceHolder: SurfaceHolder - canvas: Canvas - gameView: GameView - isRunning: boolean + GameThread(SurfaceHolder surfaceHolder, GameView gameView) + getCanvas(): Canvas + setCanvas(Canvas canvas): void + getSurfaceHolder(): SurfaceHolder + isRunning(): boolean + setRunning(boolean isRunning): void + run(): void Game3Thread

+ Game3Thread(SurfaceHolder

surfaceHolder, Game3View game3View)

- myDB: DBHelper - screenHeight: int - obs: Vector<ObserverInterface> - scale: int - changed: boolean # onCreate(Bundle savedInstanceState): void + getMyDB(): DBHelper - rect: Rect + addObserver(ObserverInterface o): void + notifyObservers(): void + notifyObservers(Object arg): void gameThread) + setChanged(): void + clearChanged(): void + hasChanged(): void + getScale(): int + getRect(): Rect + <u>update(): void</u> Game3Activity - upButton: Button - downButton: Button - leftButton: Button - rightButton: Button - pushButton: Button - instructionButton: Button - gameView: Game3View game3ScoreText: TextView - game3LivesText: TextView - level: String - username: String # onCreate(Bundle savedInstanceState) # onPause() # onStop() # onDestroy() + initializeComponents() + addButtonListener() + moveUpListener(final Game3View view) + moveDownListener(final Game3View view) - level: String + moveLeftListener(final Game3View view) - rect: Rect + moveRightListener(final Game3View view) + pushListener(final Game3View view) + addInstruction() + win() + backToChooseLevel() + showScore() + update(): void + showLives() + getLivesCount() + storeLives(int lives) + push(): void + getUsername(): string

GameActivity

GameView - screenWidth: int - gameThread: GameThread background: Bitmap + GameView(Context context) + GameView(Context context, GameThread + getScreenWidth(): int + getScreenHeight(): int + getGameThread(): GameThread + setGameThread(GameThread gameThread): + getThisBackground(): Bitmap + setRect(Rect rect): void + setBackground(Bitmap background): void + surfaceChanged(SurfaceHolder holder, int format, int width, int height): void + surfaceCreated(SurfaceHolder holder): void + surfaceDestroyed(SurfaceHolder holder): void Game3View - background: Bitmap - manager: Game3Manager - activity: Game3Activity + Game3View(Context context) + Game3View(Context context, String level, Game3Activity activity) + initializeBitmaps(): void + draw(Canvas canvas): void + move(String direction): void + addScore(): void

+ getManager(): Game3Manager

- activity: Game3Activity - rate: double + Game3Score(DBHelper myDB, String Game3Manager - builder: Game3Builder - involvers: ArrayList<Game3Hero> - pusher: SheepPusher - sewers: ArrayList<Sewer> - sheep: ArrayList<Sheep> - win: boolean - goal: int - count: int - alive: boolean - sheepToRemove: Sheep getScore: boolean + Game3Manager(int height, int width): void + ArrayList<Game3Hero> getInvolvers(): void + setGoal(int goal): void + setBuilder(Game3Builder builder): void + setPusher(SheepPusher pusher): void + getSewers(): ArrayList<Sewer> + setSewers(ArrayList<Sewer> sewers): void + getSheep(): ArrayList<Sheep> + setSheep(ArrayList<Sheep> sheep): void + removeSheep(Sheep sheep): void + addCount(): void + isGetScore(): boolean + setGetScore(boolean getScore): void + isWin(): boolean + isAlive(): boolean + setAlive(boolean alive): void + updateManager(): void + drawManager(Canvas canvas): void + createGameItems(Context context): void + move(String direction): void + push(): void + setLivesCount(int livesCount): void + getLivesCount(): int

GameManager

+ GameManager(int width, int height)

+ drawManager(Canvas canvas): void

- width: int

+ getWidth(): int

+ getHeight(): void

+ setWidth(int width): void

+ setHeight(int height): void

+ updateManager(): void

username, String level, Game3Activity activity) - setRate(String level): void + update(ObservableInterface o, Object arg): DBHelper - database: SQLiteDatabase - final COLUMN SCORE: String - final COLUMN LOCAL SCORE: String - final COLUMN GAME1 SCORE: String - final COLUMN GAME2 SCORE: String - final COLUMN GAME3 SCORE: String - final COLUMN_LIVES: String - final DATABASE NAME: String - final TABLE NAME: String - final COLUMN USERNAME: String - final COLUMN PASSWORD: String - final COLUMN_LEVEL: String - final COLUMN GAME: String - final CREATE TABLE: String + DBHelper(Context context) + String getTableName() + getColumnUsername(): String + getColumnPassword(): String + getColumnLevel(): String + getColumnGame(): String + getColumnLocalScore(): String + getColumnGame1Score(): String + getColumnGame2Score(): String + getColumnGame3Score(): String + getColumnScore(): String + getColumnLives(): String + onCreate(SQLiteDatabase db): void + onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion): void + close(): void + queryData(String username): Cursor + queryData(String username, String keyword): String + insertUser(String username, String password): void + updateData(String username, String keyword, T updateVal): void + getAllData(): Cursor + resetData(String username): void

GameScore

+ GameScore(DBHelper myDB, String username)

- score: int

Game3Score

- myDB: DBHelper

- username: String

+ getScore(): int

+ setScore(int score): void

+ getMyDB(): DBHelper

+ getUsername(): String

+ setUsername(String username)

GameItem - x: int - width: int - height: int - rectangle: Rect + GameItem() + GameItem(Rect rectangle, Bitmap bitmap) + GameItem(int x, int y, Rect rectangle) + GameItem(int x, int y, int width, int height, Bitmap bitmap) + getRectangle(): Rect + setRectangle(Rect rectangle): void + getX(): int + setX(int x): void + getY(): int + setY(int y): void + getItemPic(): Bitmap + getWidth(): int + setWidth(int width): void + getHeight(): int + setHeight(int height): void + setItemPic(Bitmap itemPic): void + draw(Canvas canvas): void GameCollideItem - boundingRectangle: BoundingRectangle + GameCollideItem(int x, int y, int width, int height, Bitmap bitmap) + GameCollideItem(int x, int y, Rect rect) + topCollided(GameItem gameItem): boolean + bottomCollided(GameItem gameItem): + horizontallyCollided(GameItem gameItem): - sewer: Bitmap GameHero + Sewer(Rect rec, Context context) - livecount: int + draw(Canvas canvas): void # GameHero(intx, inty, Rect rect): Rect + getLivesCount(): int + setLivesCount(int livesCount): void + logLives(String s): void # newLife(): void - addLife(): void - loseLife(): void + lastLife(): boolean + draw(Canvas canvas): void + update(): void Game3Hero Sheep -game3manager: Game3Manager - sheep: Bitmap ~ Game3Hero(Rect rec, Game3manager - level: String manager) ~ getGame3Manager(): Game3manager + goUp(): void + Sheep(Rect rect, Game3Manager manager, + goDown(): void Context context, String level) + goLeft(): void - initializeBitmaps(Context context): void + goRight(): void # newLife(): void ~ wouldFall(): void + draw(): void ~ updateRect(): void ~ beingPusher(SheepPusher Pusher): void + draw(Canvas canvas): void + fall(): void + *fall()*: void + update(): void SheepPusher - stand: Bitmap - moveRight: Bitmap - moveUp: Bitmap - moveDown: Bitmap - moveLeft: Bitmap - rightwatergun: Bitmap - leftwatergun: Bitmap - upwatergun: Bitmap - downwatergun: Bitmap - scale: int - goingUp: boolean - goingDown: boolean - goingRight: boolean - pushed: boolean + SheepPusher(Rect rec, Game3Manager manager, Context context) - setDirection(String direction): void - initializeBitmaps(Context context): void - pushable(Sheep poorsheep): boolean + push(): void ~ isGoingUp(): boolean ~ isGoingDown(): boolean

~ isGoingLeft(): boolean

+ goUp(): void

+ goLeft(): void

+ goRight(): void

- getAniRect(): Rect

+ draw(Canvas canvas): void

- drawPusher(Canvas canvas): void

- drawWaterGun(Canvas canvas): void

newLife(): void

+ update(): void

+ fall(): void

+ goDown(): void

~ isGoingRight(): boolean