

Main
start() main()

Controller
String name Pet pet
startClick(Mouseevent) showMain() closeApp() pandaClick(Mouseevent) itemshopShow(Mouseevent) backButton(Actionevent) upgradePage(Actionevent) updatePriceText() cosmeticsPage(Actionevent) setCosmetic(Actionevent) piercing() bow() necklace() crown() ppc() morePointsI(Actionevent) morePointsII(Actionevent) savegame(Actionevent) updateLabels() continueGame(Actionevent)

Pet
String name int points int ppc int priceppc int mppc1 int mppc2 int mppc1Mul int mppc2Mul boolean hasPiercing boolean hasBow boolean hasNecklace boolean hasCrown
setName(String) getName() setmppc1(int) getmppc1() setmppc2(int) getmppc2() onClick() setPoints(int) getPoints() setppc(int) setPrice(int) getPrice() getppc() setCosmetic(String) getCosmetic(String)

Controller

`showMain()`

- Shows the main game screen

`pandaClick()`

- Handles clicks on the panda image and sizes the image for the satisfying “animation”

`updatePriceText()`

- Updates the price labels in the upgrades menu

`ppc()`

- Increases the points per click and handles the math behind updating prices

`saveGame()`

- My favorite feature is the ability to save the game. Puts all the relevant information into a txt file to be called later. Also includes a comment to inform what values in the txt file correspond to.

`continueGame()`

- Reads the data from the txt file and assigns it to the appropriate variable in the Pet class.

`updateLabels()`

- Updates the users points on each click as well as displays the total points per click they have bought.

Pet

`setmppc1()`

- Sets the amount of clicks the user has for the bonus item

`setmppc2()`

- Same thing but for the other item

onClick()

- Handles the math behind adding points based on the PPC and the items the user has.

setCosmetic()

- Sets the boolean value behind whether the user has bought certain cosmetics. Only stored so that you can save and continue with them.