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| Screens |
| + screenWidth: int |
| + screenHeight: int |
| + isGameStarted: boolean |
| + isGoalReached: boolean |
| + i: int |
| + intro: BufferedImage |
| + intro2: BufferedImage |
| + intro3: BufferedImage |
| + intro4: BufferedImage |
| + intro5: BufferedImage |
| + intro6: BufferedImage |
| + intro7: BufferedImage |
| + intro8: BufferedImage |
| + intro9: BufferedImage |
| + displayImage: BufferedImage |
| + end: BufferedImage |
| + checker(Graphics): void |

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| Controls |
| + intro: BufferedImage |
| + screenWidth: int |
| + screenHeight: int |
| + s: String |
| + s2: String |
| + distanceToGoal: int |
| + isVisible: boolean |
| + xBackground: int |
| + yBackground: int |
| + backgroundWidth: int |
| + backgroundHeight: int |
| + velX: int |
| + velY: int |
| + paintComponent(Graphics):void |
| + actionPerformed(ActionEvent): void |
| + keyPressed(KeyEvent):void |
| + calculateDistanceToGoal(): void |
| + sendToDacUDP(): void |
| + sendToDacUDP2():void |
| + sendToUDP(): void |
| + keyTyped(KeyEvent):void |
| + keyReleased(KeyEvent):void |

**CLASS DIAGRAM**

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| Player |
| + screenWidth: int |
| + screenHeight: int |
| + playerWidth: int |
| + playerHeight: int |
| + xPlayer: int |
| + yPlayer: int |
| + playerPointX: int |
| + shipDisplay: BufferedImage |
| + shipLeft: BufferedImage |
| + shipRight: BufferedImage |
| + ship: BufferedImage |
| + shipDown: BufferedImage |
| + isLeft: boolean |
| + isRight: boolean |
| + isUp: boolean |
| + isDown: boolean |
| + drawShip(Graphics):void |
| + checkPosition(): void |

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| Destination |
| + newBeaconX: int |
| + newBeaconY: int |
| + goalPointX: int |
| + goalPointY: int |
| + isBeacon1Reached: boolean |
| + isBeacon2Reached: boolean |
| + isBeacon3Reached: boolean |
| + numberOfBeaconsReached: int |
| + counter: int |
| + min: int |
| + sec: int |
| + timer(): void |
| + checkPlayerAtGoal(): void |

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| Sound |
| + beaconHit(): void |