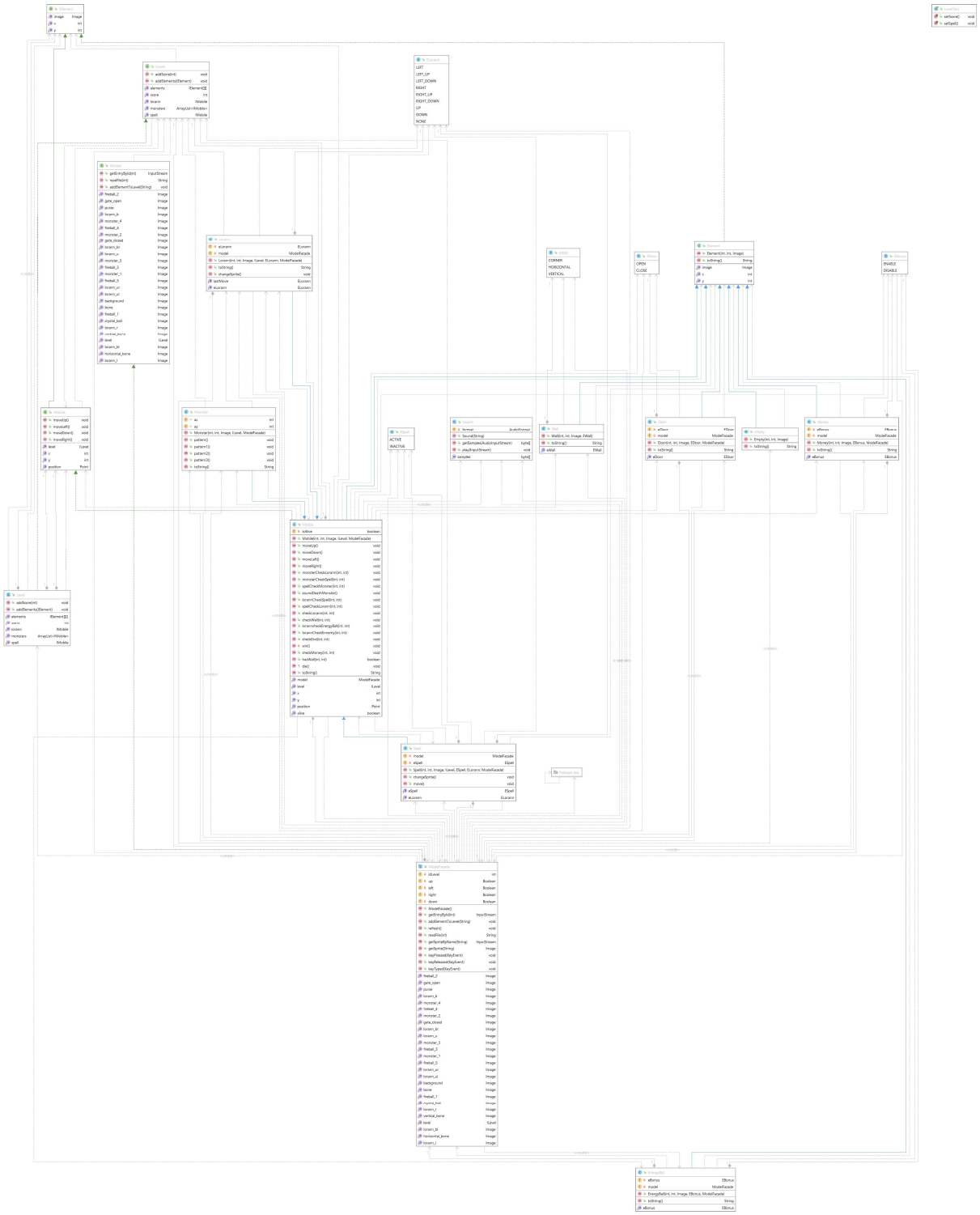
IElement
image Image
x int
y int
ILevel
addElement() void
addElement(IElement) void
elements IElement[]
score int
lorainn IMobile
monsters ArrayList<IMobile>
spell IMobile
IInput
getEntryfield() InputStream
readFile() String
addElementToLevel(String) void
fireball_2 Image
gate_open Image
curse Image
lorain_b Image
monster_4 Image
fireball_4 Image
monster_2 Image
gate_closed Image
lorain_br Image
lorain_u Image
monster_3 Image
fireball_3 Image
monster_1 Image
fireball_5 Image
lorain_ur Image
lorain_ul Image
background Image
bone Image
fireball_1 Image
crystal_ball Image
lorain_r Image
vertical_bone Image
level ILevel
lorain_bl Image
horizontal_bone Image
lorain_l Image
ILorainn
elorainn ELorainn
model ModelFacade
Lorainn(int, int, Image, ILevel, ELorainn, ModelFacade)
toString() String
changeSprite() void
lastMove ELorainn
eLorainn ELorainn
IMobile
moveUp() void
moveLeft() void
moveDown() void
moveRight() void
level ILevel
x int
y int
position Point
IMonster
ax int
ay int
Monster(int, int, Image, ILevel, IModelFacade)
pattern1() void
pattern2() void
pattern3() void
toString() String
IInput
ACTIVE
INACTIVE
ISound
format AudioFormat
Sound(String)
getSampleAudioInputStream() byte[]
playStream(InputStream) void
samples byte[]
IWall
toString() String
eWall EWall
IDoor
eDoor EDoor
model ModelFacade
Door(int, int, Image, EDoor, ModelFacade)
toString() String
IEmpty
Empty(int, int, Image)
toString() String
IMoney
eMoney EMoney
model ModelFacade
Money(int, int, Image, EMoney, ModelFacade)
toString() String
eMoney EMoney
IMobile
isAlive boolean
Mobile(int, int, Image, ILevel, IModelFacade)
moveUp() void
moveDown() void
moveLeft() void
moveRight() void
monsterCheckLorainn(int, int) void
monsterCheckSpell(int, int) void
spellCheckMonster(int, int) void
soundDeadMonster() void
lorainnCheckSpell(int, int) void
spellCheckLorainn(int, int) void
checkLorainn(int, int) void
checkWall(int, int) void
lorainnCheckEnergyBall(int, int) void
lorainnCheckEnemey(int, int) void
checkEndpoint(int, int) void
win() void
checkMoney(int, int) void
hasWall(int, int) boolean
die() void
toString() String
model ModelFacade
level ILevel
x int
y int
position Point
alive boolean
ISpell
model ModelFacade
eSpell ESpell
Spell(int, int, Image, ILevel, ESpell, ELorainn, IModelFacade)
changeSprite() void
travel() void
eSpell ESpell
eLorainn ELorainn
Image.png
IModelFacade
iLevel int
u_up Boolean
u_left Boolean
u_right Boolean
u_down Boolean
IModelFacade()
getEntryfield() InputStream
addElementToLevel(String) void
refresh() void
readFile() String
getSpriteByName(String) InputStream
getSprite(String) Image
keyPressed(KeyEvent) void
keyReleased(KeyEvent) void
keyTyped(KeyEvent) void
fireball_2 Image
gate_open Image
curse Image
lorainn_b Image
monster_4 Image
fireball_4 Image
monster_2 Image
gate_closed Image
lorainn_br Image
lorainn_u Image
monster_3 Image
fireball_3 Image
monster_1 Image
fireball_5 Image
lorainn_ur Image
lorainn_ul Image
background Image
bone Image
fireball_1 Image
crystal_ball Image
lorainn_r Image
vertical_bone Image
level ILevel
lorainn_bl Image
horizontal_bone Image
lorainn_l Image
IEnergyBall
eBonus EBonus
model ModelFacade
EnergyBall(int, int, Image, EBonus, ModelFacade)
toString() String
eBonus EBonus
ILoseTest
setLoser() void
setDeal() void