

Team
MethodMen(Shaikat
Islam, Mohamed
Tamara)

APCS2 pd05

HW44 -- Orienting
Your Up Goer..

2017-05-22

Run

```
finalint stateGame =0; // consts
finalint statePause =1;
int state; // current
int difficulty; //difficulty
int level; //what level you're on
int score; //what your score is
PImage img;
PFont font;
PImage img2;
Pilot pilot;
ArrayList<Enemy> badDudes;
ArrayList<Powerup> goodDudes;
boolean isInvincible;
long time;
int m;

+ setup()
+ draw()

+ initstartscreen()

+ boolean collision()

+ boolean wallcollision()

+ addLife()

+ slowDown()

+mini()

+ difficulty()
```

Pilot

```
//instance vars;
Stack<Boolean> lives;
int state; //what powerup it has
int numLives;
color col;
float x,y,lx,ly;
float easing = .10;
ArrayList<PVector> trail;
//init tail
ArrayList<PVector> traillnit;
//should change based on position of
the pilot ball
int trailSizeInit =10;
PVector circlePositionInit;
PVector currTraillnit;
PVector prevTraillnit;
//should change based on position of
the pilot ball
//second part of tail
int trailSize =19;
PVector circlePosition;
PVector currTrail;
PVector prevTrail;

Pilot()

+dragsegment()
+draglnit()
+dragtrail()
+draglives()
+dragtext()
```

Enemy

```
float x,y,lx,ly, rand, rad;
color c;
Enemy()

update()

move()
```

PowerUp

```
int state; //which powerup
is it(1-3)
float x, y, lx, ly, rand, rad;
color c;
Powerup()

+update()

+getState()
+move()
```