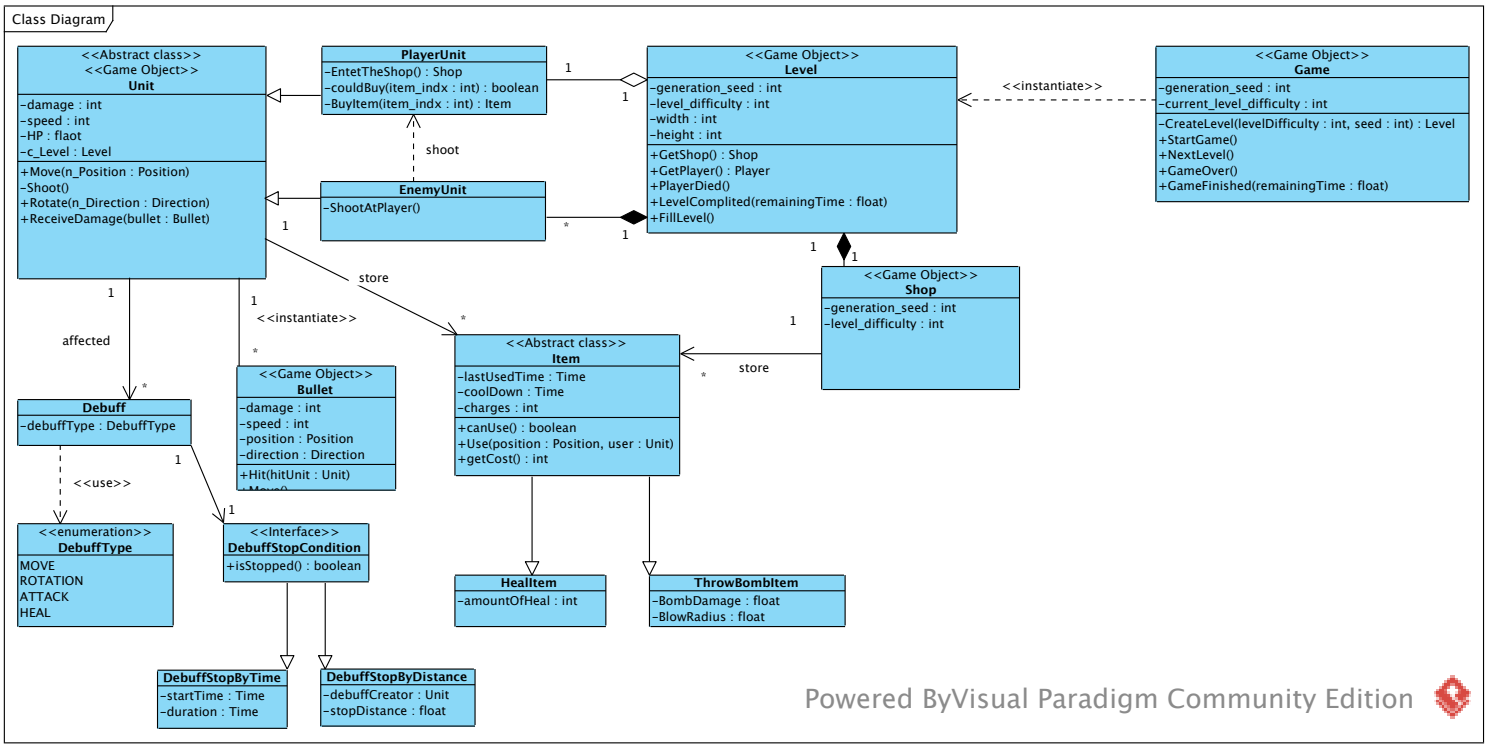
Class Diagram
<<Abstract class>>
<<Game Object>>
Unit
-damage : int
-speed : int
-HP : flaot
-c_Level : Level
+Move(n_Position : Position)
-Shoot()
+Rotate(n_Direction : Direction)
+ReceiveDamage(bullet : Bullet)
PlayerUnit
-EntetTheShop() : Shop
-couldBuy(item_indx : int) : boolean
-BuyItem(item_indx : int) : Item
EnemyUnit
-ShootAtPlayer()
shoot
<<Game Object>>
Level
-generation_seed : int
-level_difficulty : int
-width : int
-height : int
+GetShop() : Shop
+GetPlayer() : Player
+PlayerDied()
+LevelComplited(remainingTime : float)
+FillLevel()
<<instantiate>>
<<Game Object>>
Game
-generation_seed : int
-current_level_difficulty : int
-CreateLevel(levelDifficulty : int, seed : int) : Level
+StartGame()
+NextLevel()
+GameOver()
+GameFinished(remainingTime : float)
<<Game Object>>
Shop
-generation_seed : int
-level_difficulty : int
store
affected
<<instantiate>>
<<Abstract class>>
Item
-lastUsedTime : Time
-coolDown : Time
-charges : int
+canUse() : boolean
+Use(position : Position, user : Unit)
+getCost() : int
<<Game Object>>
Bullet
-damage : int
-speed : int
-position : Position
-direction : Direction
+Hit(hitUnit : Unit)
Debuff
-debuffType : DebuffType
<<use>>
<<enumeration>>
DebuffType
MOVE
ROTATION
ATTACK
HEAL
<<Interface>>
DebuffStopCondition
+isStopped() : boolean
HealItem
-amountOfHeal : int
ThrowBombItem
-BombDamage : float
-BlowRadius : float
DebuffStopByTime
-startTime : Time
-duration : Time
DebuffStopByDistance
-debuffCreator : Unit
-stopDistance : float
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