GameManager

- parade : com.isartdigital.builder.game.parade.Parade
- ftueObserver : com.isartdigital.builder.game.ftue.FtueObserver
+ ftue : com.isartdigital.builder.game.ftue.Ftue
- clipping : com.isartdigital.builder.game.clipping.Clipping
- buildingCreator : com.isartdigital.builder.game.sprites.buildings.BuildingCreator
+ screenRect : pixi.core.math.shapes.Rectangle
+ mousePosition : pixi.core.math.Point
+ pathfindingWithObstacle : Bool
- DELAY_TO_FIRST_FTUE_POPIN : Float
- TIME_BEFORE_PINATA_SHOW : Float
- INTERVAL_BEFORE_PINATA_REQUEST : Float
+ END_PARADE_REQUEST : String
+ EVENT_INTERACTION : String
- instance : GameManager

+ destroy () : Void
+ doActionParade () : Void
+ moveCitizen () : Void
- doActions (list : Array<com.isartdigital.utils.game.IStateMachine>) : Void
- refreshScreenRect () : Void
+ gameLoop (pEvent : pixi.interaction.EventTarget) : Void
+ getDailyReward (results : String) : Void
- launchDailyrewardIfReady (results : String) : Void
- dailyrewardRequest () : Void
+ start () : Void
+ isParadeActive () : Bool
+ endParade () : Void
+ continueParade () : Void
+ dontContinueParade () : Void
+ startParade (hardPurchase : Bool) : Void
- cb_resourceAll (pData : String) : Void
- cb_createUser (pData : String) : Void
- tryToAddFakeLanternDebug (debug : pixi.core.math.Point, position : pixi.core.math.Point) : Void
- emitInteractionEvent (event : com.isartdigital.builder.game.def.interactionEvent.InteractionEventDef) : Void
- refreshMouseCoordinates (event : com.isartdigital.builder.game.def.interactionEvent.InteractionEventDef) : Void
- onParadeRewardConfirm (event : Dynamic) : Void
+ getParadeInstance () : com.isartdigital.builder.game.parade.Parade
+ getScreenRect () : pixi.core.math.shapes.Rectangle
+ getInstance () : GameManager

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eventemitter3.EventEmitter

Package: com.isartdigital.builder.game