AnimationPetals

- container : pixi.core.display.Container
- petalsDelay : Float
- position : pixi.core.math.Point
- petals : com.isartdigital.utils.game.StateGraphic
- PETALS_ANIMATION_DURATION : Int

+ new (animationPetalsBuilder : AnimationPetalsBuilder) : Void
+ destroy () : Void
+ createPetals () : Void

PetalsSalve

+ PETALS_NUMBER_FOR_LAUCNHING_ON_POSITION : Int
+ PETALS_COUNT_FOR_GLOBAL_SALVE : Int
- RADIUS_SALVE : Int
- PETALS_MAX_DELAY_FOR_LOCALIZED_LAUNCH : Int
- PETALS_MAX_DELAY_FOR_GLOBAL_LAUNCH : Int
- CHANCE_TO_POP_PETAL : Float

+ new () : Void
+ updatePetalsAmbiance () : Void
+ lauchOnPositionWithRadius (position : pixi.core.math.Point, number : Int) : Void
+ launchOnBuildableTiles (number : Int) : Void

AnimationPetalsBuilder

- container : pixi.core.display.Container
- petalsDelay : Float
- position : pixi.core.math.Point

+ new () : Void
+ build () : AnimationPetals
+ withContainer (container : pixi.core.display.Container) : AnimationPetalsBuilder
+ withMaxPetalDelay (delay : Float) : AnimationPetalsBuilder
+ withPosition (position : pixi.core.math.Point) : AnimationPetalsBuilder
+ create () : AnimationPetalsBuilder

Package: com.isartdigital.builder.game.animation.petals