Ftue

- arrow : com.isartdigital.builder.ui.ftue.Arrow
- step : Int
- eventToCatch : String
- ftueUI : com.isartdigital.builder.ui.ftue.FtueUI
- ftueCamera : FtueCamera
- ftueContainer : pixi.core.display.Container
+ isParadeStepDone : Bool
- TOTAL_STEP : Int
+ LOCALSTORAGE_STEP_KEY : String
+ event : eventemitter3.EventEmitter

+ new (ftueContainer : pixi.core.display.Container) : Void
- sendFtueCompletToServer () : Void
- isFtueComplet () : Bool
- goToNextStep () : Void
- showArrowAndMoveCamera (ftueStep : com.isartdigital.builder.game.ftue.def.FtueStepDef) : function
+ goToStep (number : Int) : Void
+ getCurrentStep () : Int

FtueEvents

+ BUILDING_BOUGHT : String
+ BUILDING_UPGRADED : String
+ BUILDING_PLACED : String
+ BUILDING_SELECTED : String
+ LANTERN_BOUGHT : String
+ LANTERN_SELECT : String
+ PINATA_RECOLT : String
+ PINATA_EXPLODE : String
+ PINATA_APPEAR : String
+ BAR_UPGRADED : String
+ HOUSE_PLACED : String
+ HOUSE_BOUGHT : String
+ CITYHALL_HARD_BUILD : String
+ CITYHALL_HARD_BUILD_REQUEST : String
+ CITYHALL_UPGRADE : String
+ CITYHALL_SELECT : String
+ HARVESTED : String
+ PARADE_COLLECT : String
+ PARADE_MOVED : String
+ PARADE_SCENARIO_END : String
+ PARADE_LAUNCHED : String
+ PARADE_CONFIRM : String
+ BAR_PLACED : String
+ COLLECT_LEVEL_UP : String
+ BAR_BOUGHT : String
+ SHOP_OPENED : String
+ FTUEUI_OK : String

FtueObserver

+ new () : Void
- onBuildingSelected (parameters : Dynamic) : Void
- onBuildingPlaced (parameters : Dynamic) : Void
- onBuildingUpgraded (parameters : Dynamic) : Void
- onBuildingBought (parameters : Dynamic) : Void
- unsubscribeEvents () : Void
- subscribeEvents () : Void
+ destroy () : Void

FtueUtils

- LANTERN_POSITION_FTUE_Y : Int
- LANTERN_POSITION_FTUE_X : Int
+ BONUS_PARADE : String
+ PARADE_BUY_SOFT_BUTTON : String
+ PARADE_BUTTON : String
+ SHOP_BUY_SOFT_BUTTON_RIGHT : String
+ SHOP_BUY_SOFT_BUTTON_LEFT : String
+ SHOP_BUTTON : String
+ LANTERN : String
+ CITY_HALL : String
+ HARD_BUILD_BUTTON : String
+ UPGRADE_BUTTON : String
+ BAR : String

- getLanternInstance () : pixi.core.display.DisplayObject
+ getInstanceOf (target : String) : pixi.core.display.DisplayObject

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FtueCamera

+ MOVING_TIME : Int

+ new () : Void
- startMovingCameraTo (target : pixi.core.display.DisplayObject) : Void
+ moveCameraTo (target : String, timeBeforeMoving : Int) : Void

Package: com.isartdigital.builder.game.ftue