AnimationHarvest

- coins : Array<com.isartdigital.utils.game.StateGraphic>
- container : pixi.core.display.Container
- animationName : String
- coinCountLimit : Int
- totalAnimationDuration : Float
- coinToGenerateCount : Int
+ COIN_COUNT_LIMIT : Int
+ RESOURCE_GAIN_PER_COIN : Int
- SPACE_BETWEEN_CURVE_ANIMATION : Float
- MINIMUM_COIN_SCALE : Float

- new (animationHarvestBuilder : AnimationHarvestBuilder) : Void
- allCoinReachedDestination () : Bool
- destroyCoinInstance (coin : com.isartdigital.utils.game.StateGraphic) : function
- destroyCoin (coin : com.isartdigital.utils.game.StateGraphic) : Void
- onCoinArrivedAtDestination (coin : com.isartdigital.utils.game.StateGraphic) : function
- createCoin () : com.isartdigital.utils.game.StateGraphic
- launchCoinAnimation () : Void
- launchCoinAnimationSalve () : Void
+ animate () : Void
- callbackOnAnimationEnd () : Void
- callbackWhenCoinIsArrivedAtDestination () : Void
- endPosition () : pixi.core.math.Point
- startPosition () : pixi.core.math.Point

<typedef> AxesCallback

y () : Void
x () : Void

AnimationHarvestBuilder

- container : pixi.core.display.Container
- animationName : String
- coinCountLimit : Int
- totalAnimationDuration : Float
- coinToGenerateCount : Int
- ERROR_MISSING_PARAMETERS : String
- DEFAULT_ANIMATION_DURATION : Float

+ new () : Void
- setEmptyFunctionIfCallbackWhenCoinIsArrivedAtDestinationIsNotSet () : Void
- setEmptyFunctionIfCallbackOnAnimationEndIsNotSet () : Void
- setCoinCountLimitDefaultValueIfNotSet () : Void
- setTotalAnimationDurationDefaultValueIfNotSet () : Void
- throwAnErrorIfRequiredParametersIsMissingAndShowUsage () : Void
+ build () : AnimationHarvest
+ withCallbackOnAnimationEnd (callback () : Void) : AnimationHarvestBuilder
+ withCallbackWhenCoinReachDestination (callback () : Void) : AnimationHarvestBuilder
+ withCoinCountLimit (count : Int) : AnimationHarvestBuilder
+ withAnimationDurationInSecond (duration : Float) : AnimationHarvestBuilder
+ withContainer (container : pixi.core.display.Container) : AnimationHarvestBuilder
+ withAnimationName (name : String) : AnimationHarvestBuilder
+ withCoinAmountToGenerate (count : Int) : AnimationHarvestBuilder
+ withEndAnimationPosition (position () : pixi.core.math.Point) : AnimationHarvestBuilder
+ withStartAnimationPosition (position () : pixi.core.math.Point) : AnimationHarvestBuilder
- callbackOnAnimationEnd () : Void
- animationHarvestBuilder () : Void
- callbackWhenCoinIsArrivedAtDestination () : Void
- endPosition () : pixi.core.math.Point
- startPosition () : pixi.core.math.Point
+ create () : AnimationHarvestBuilder

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