

GameLoop

f

stage

Stage

f

root

GridPane

f

mapParser

MapParser

f

keyLogger

KeyLogger

f

animationTimer

AnimationTimer

f

gameObjects

List<GameObject>

f

addRandomObject

AddRandomObject

f

gameTime

int

f

numOfPlayers

int

f

deltaTime

int

f

startTime

long

f

end

boolean

f

players

ArrayList<PlayerInfo>

m

GameLoop(File, Stage, Scene, GridPane, ArrayList<PlayerInfo>)

m

setAnimationTimer()

void

m

init(Scene, GridPane)

void

m

clean()

void

m

checkCollide()

void

m

addObjectsToRoot()

void

m

startGame()

void

m

endGame()

void

m

removeBombsAndGetPlayers()

ArrayList<Player>

m

showRanks()

void

p

scene

Scene

AddRandomObject

f

gameObjects

List<GameObject>

f

GENERATOR

SecureRandom

f

timer

Timer

m

AddRandomObject(List<GameObject>)

m

run()

void

m

go()

void

m

stop()

void

m

randomObject()

void

m

randomCell()

Cell

Package keyboard

Package gameObject

JavaFxAppl i cati on

m

main(String[])

void

m

start(Stage)

void

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