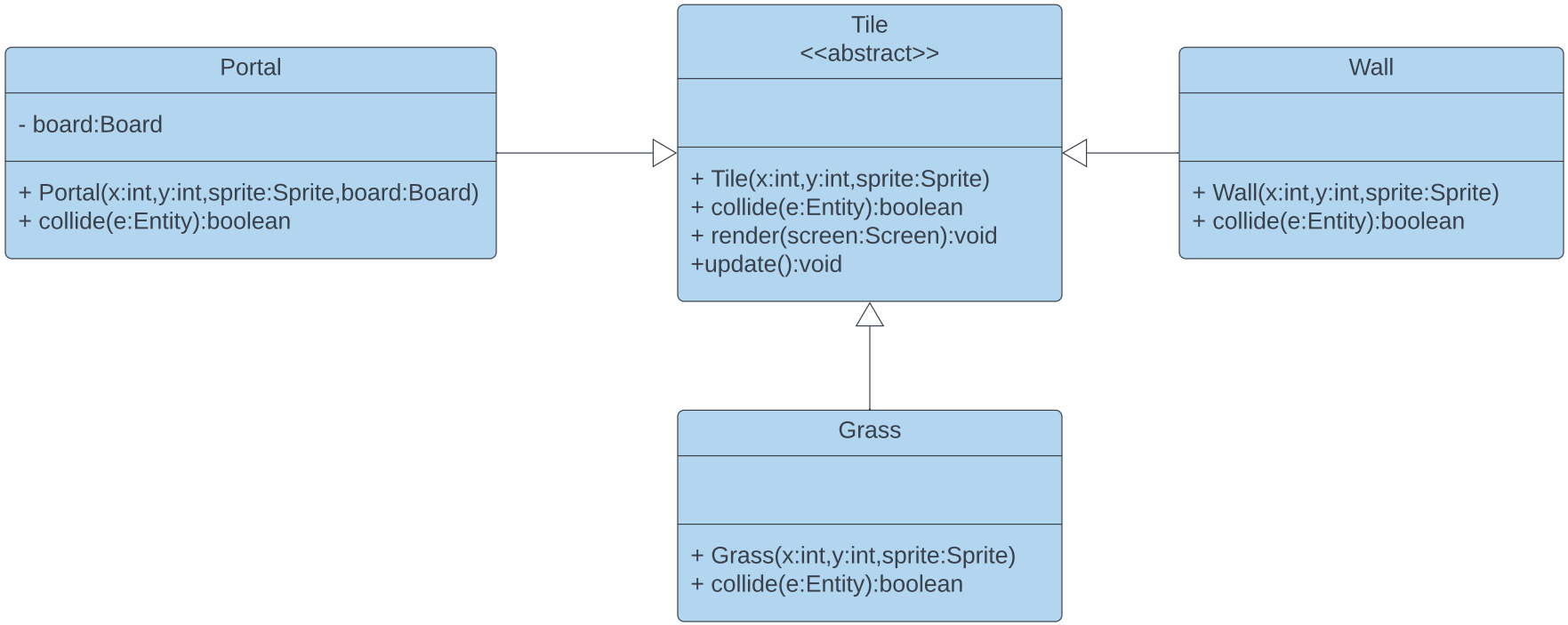
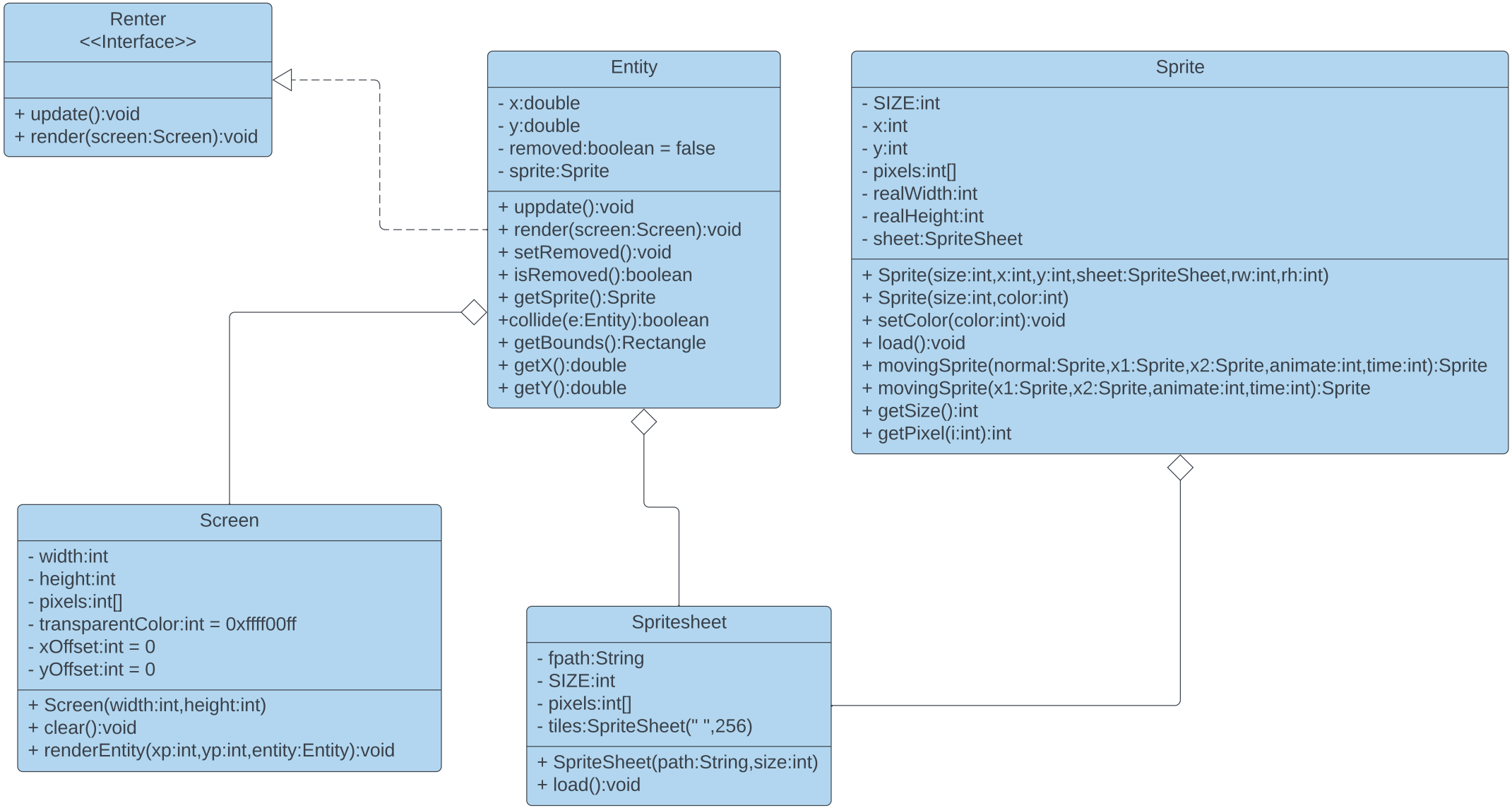
INTERACT


Portal
- board:Board
+ Portal(x:int,y:int,sprite:Sprite,board:Board)
+ collide(e:Entity):boolean
Tile
<<abstract>>
+ Tile(x:int,y:int,sprite:Sprite)
+ collide(e:Entity):boolean
+ render(screen:Screen):void
+update():void
Wall
+ Wall(x:int,y:int,sprite:Sprite)
+ collide(e:Entity):boolean
Grass
+ Grass(x:int,y:int,sprite:Sprite)
+ collide(e:Entity):boolean

GRAPHICS


Renter
<<Interface>>
+ update():void
+ render(screen:Screen):void
Entity
- x:double
- y:double
- removed:boolean = false
- sprite:Sprite
+ uppdate():void
+ render(screen:Screen):void
+ setRemoved():void
+ isRemoved():boolean
+ getSprite():Sprite
+collide(e:Entity):boolean
+ getBounds():Rectangle
+ getX():double
+ getY():double
Sprite
- SIZE:int
- x:int
- y:int
- pixels:int[]
- realWidth:int
- realHeight:int
- sheet:SpriteSheet
+ Sprite(size:int,x:int,y:int,sheet:SpriteSheet,rw:int,rh:int)
+ Sprite(size:int,color:int)
+ setColor(color:int):void
+ load():void
+ movingSprite(normal:Sprite,x1:Sprite,x2:Sprite,animate:int,time:int):Sprite
+ movingSprite(x1:Sprite,x2:Sprite,animate:int,time:int):Sprite
+ getSize():int
+ getPixel(i:int):int
Screen
- width:int
- height:int
- pixels:int[]
- transparentColor:int = 0xffff00ff
- xOffset:int = 0
- yOffset:int = 0
+ Screen(width:int,height:int)
+ clear():void
+ renderEntity(xp:int,yp:int,entity:Entity):void
Spritesheet
- fpath:String
- SIZE:int
- pixels:int[]
- tiles:SpriteSheet(" ",256)
+ SpriteSheet(path:String,size:int)
+ load():void