UML

Juliana Cruz, Nathaly Mena, Nicolas Montero

View

PApplet

Main
- x:Int
- y:Int
- game:Game
- finalScore: FinalScore
- register: Register
- leaderboard:Leaderboard

+ setup(): void
+ draw(): void
+ mousePressed(): void
+ keyPressed(): void
+ paintScreen():void

Game
-controller:Controller
-image: PImage
-score:int
-time: int

+ Game(PApplet)
+ drawScreen():void

FinalScore
-controller:Controller
-image: PImage

+ FinalScore(PApplet)
+ drawScreen():void

Register
-controller:Controller
-image: PImage
-name:String

+ Register(PApplet)
+ drawScreen():void
+registerNewPlayer(): void

Leaderboard
-controller:Controller
-image: PImage

+ Leaderboard(PApplet)
+ drawScreen():void

Controller

Controller
- logic: Logic

+ Controller(): void
+ buttonsPressed():void

Model

Logic
- logicInstance: Logic
- playerList: ArrayList <PlayerList>
- timeComparator: TimeComparator
- dateComparator: DateComparator
- nameComparator: NameComparatoR
- drugs: Drugs[ ]
- enemies: Enemies[ ]

- Logica()
+ getInstance(): Logic
+ createPlayer(): void
+ saveScore(): void
+ startGame(): void
+initializeThreads(): void
+ endGame(): void
+ getDrugs(): void
+ die(): void
+ sort(type int):void

Thread

Enemie
-width: int
-height:int
-posX:int
-posY: int

+ Enemie()
+ drawEnemie (): void
+ run(): void
+ movement(): void
+ get*(): *
+ set*(): void

Cube

+ Cubes()
+ movement(): void
+ drawEnemie(): void

EvilDot

+ EvilDots()
+ movement(): void
+ drawEnemie(): void

<<interface>> Collision
+ touched(): void

Drug
-width: int
-height:int
-posX:int
-posY: int

+ Drugs()
+ get*(): *
+ set*(): *

Player
- nickName: String
- score: int
- time: int
- date: String

+ Player(String: Nickname, int: time, int: score, String: date)
+ get*(): *
+ set*(): void

<<interface>> Comparable

Character
- width: int
- height:int
- posX: int
- posY: int
- speed:int
- lives: int

+ Player(name: String)
+ drawPlayer(): void
+ jump(): void
+ run(): void

PlayerList
- playerList: LinkedList <Player>

+ Player()
+ initializePlayerList(): void

CompareName
+ compare(Player, Player)

CompareDate
+ compare(Player, Player)

CompareTime
+ compare(Player, Player)

<<interface>> Comparator

EnemieLogic
DrugLogic
CharacterLogic