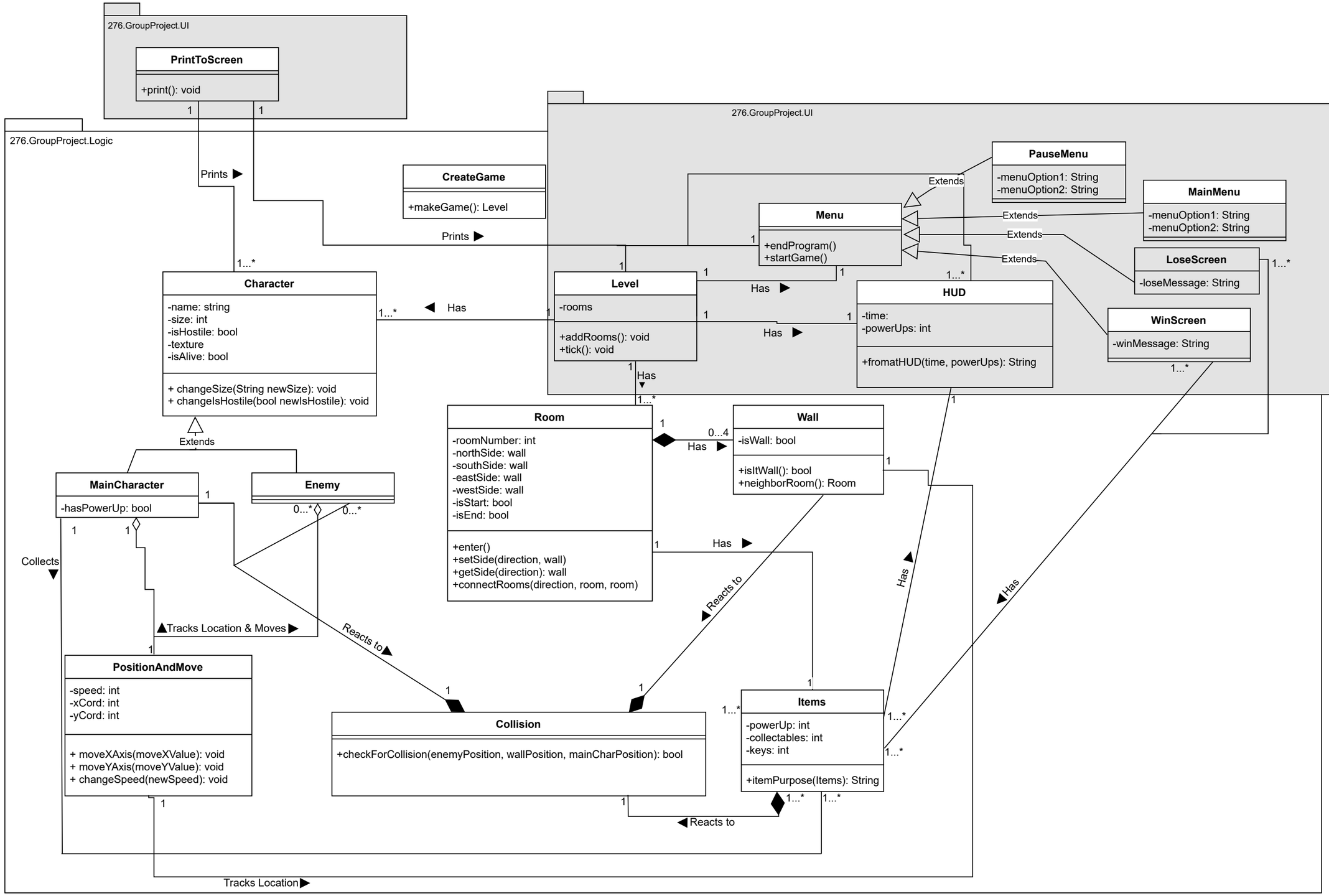
276.GroupProject.UI
PrintToScreen
+print(): void
276.GroupProject.Logic
276.GroupProject.UI
Prints
Prints
CreateGame
+makeGame(): Level
PauseMenu
-menuOption1: String
-menuOption2: String
Extends
Menu
+endProgram()
+startGame()
Extends
Extends
Extends
MainMenu
-menuOption1: String
-menuOption2: String
LoseScreen
-loseMessage: String
WinScreen
-winMessage: String
Character
-name: string
-size: int
-isHostile: bool
-texture
-isAlive: bool
+ changeSize(String newSize): void
+ changeIsHostile(bool newIsHostile): void
Has
Level
-rooms
+addRooms(): void
+tick(): void
Has
Has
HUD
-time:
-powerUps: int
+fromatHUD(time, powerUps): String
Has
Room
-roomNumber: int
-northSide: wall
-southSide: wall
-eastSide: wall
-westSide: wall
-isStart: bool
-isEnd: bool
+enter()
+setSide(direction, wall)
+getSide(direction): wall
+connectRooms(direction, room, room)
Has
Wall
-isWall: bool
+isItWall(): bool
+neighborRoom(): Room
Extends
MainCharacter
-hasPowerUp: bool
Enemy
Collects
Tracks Location & Moves
Reacts to
Reacts to
Has
Has
Has
PositionAndMove
-speed: int
-xCord: int
-yCord: int
+ moveXAxis(moveXValue): void
+ moveYAxis(moveYValue): void
+ changeSpeed(newSpeed): void
Collision
+checkForCollision(enemyPosition, wallPosition, mainCharPosition): bool
Items
-powerUp: int
-collectables: int
-keys: int
+itemPurpose(Items): String
Reacts to
Tracks Location