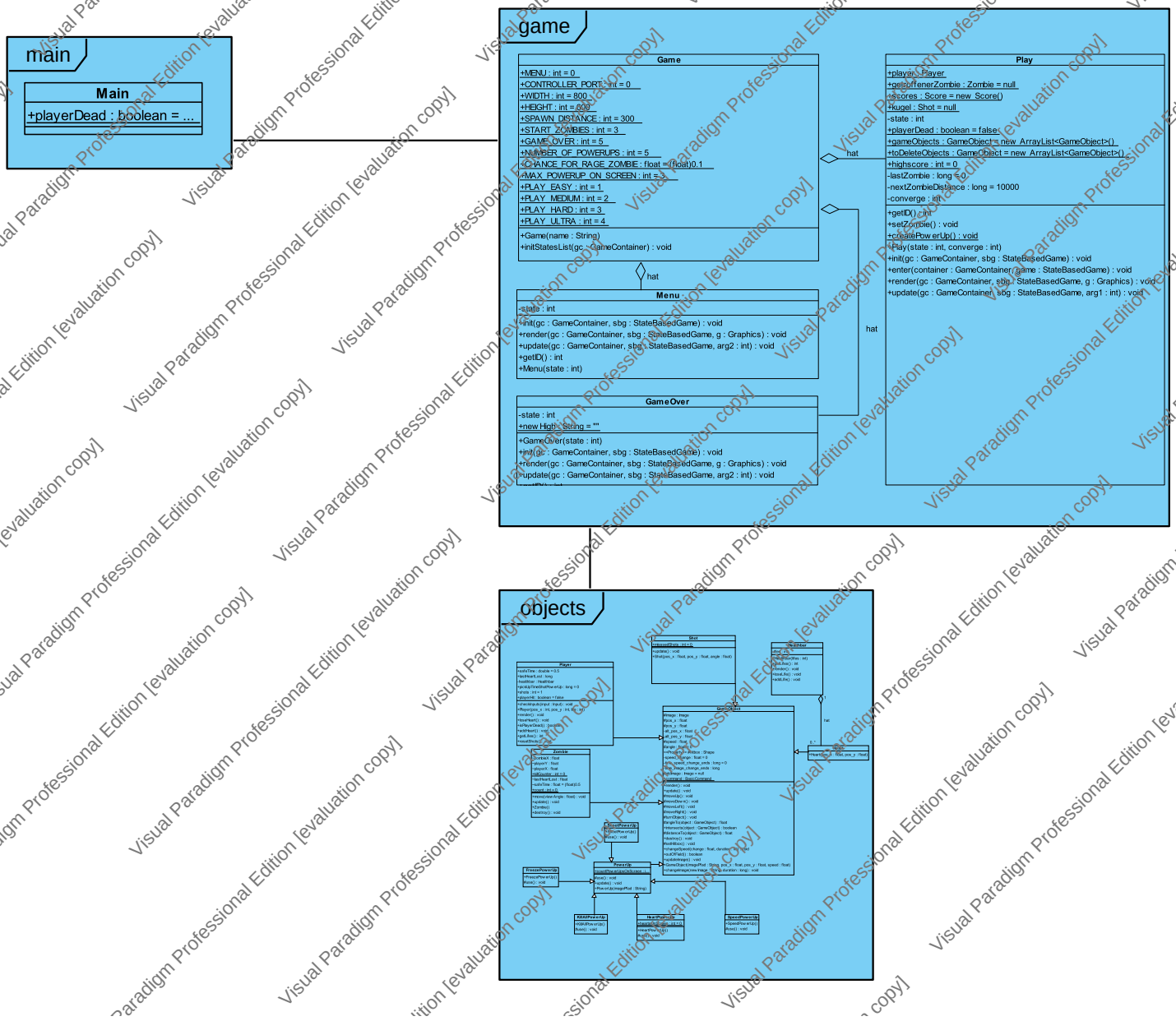
main
Main
+playerDead : boolean = ...
game
Game
+MENU : int = 0
+CONTROLLER_PORT : int = 0
+WIDTH : int = 800
+HEIGHT : int = 600
+SPAWN_DISTANCE : int = 300
+START_ZOMBIES : int = 3
+GAME_OVER : int = 5
+NUMBER_OF_POWERUPS : int = 5
+CHANCE_FOR_RAGE_ZOMBIE : float = (float)0.1
+MAX_POWERUP_ON_SCREEN : int = 3
+PLAY_EASY : int = 1
+PLAY_MEDIUM : int = 2
+PLAY_HARD : int = 3
+PLAY_ULTRA : int = 4
+Game(name : String)
+initStatesList(gc : GameContainer) : void
hat
Menu
-state : int
+init(gc : GameContainer, sbg : StateBasedGame) : void
+render(gc : GameContainer, sbg : StateBasedGame, g : Graphics) : void
+update(gc : GameContainer, sbg : StateBasedGame, arg2 : int) : void
+getID() : int
+Menu(state : int)
GameOver
-state : int
+new High : String = ""
+GameOver(state : int)
+init(gc : GameContainer, sbg : StateBasedGame) : void
+render(gc : GameContainer, sbg : StateBasedGame, g : Graphics) : void
+update(gc : GameContainer, sbg : StateBasedGame, arg2 : int) : void
hat
Play
+player : Player
+getZoffenerZombie : Zombie = null
+scores : Score = new Score()
+kugel : Shot = null
-state : int
+playerDead : boolean = false
+gameObjects : GameObject = new ArrayList<GameObject>()
+toDeleteObjects : GameObject = new ArrayList<GameObject>()
+highscore : int = 0
-lastZombie : long = 0
-nextZombieDistance : long = 10000
-converge : int
+getID() : int
+setZombie() : void
+createPowerUp() : void
+Play(state : int, converge : int)
+init(gc : GameContainer, sbg : StateBasedGame) : void
+enter(container : GameContainer, game : StateBasedGame) : void
+render(gc : GameContainer, sbg : StateBasedGame, g : Graphics) : void
+update(gc : GameContainer, sbg : StateBasedGame, arg1 : int) : void
hat
objects
Shot
Player
Zombie
GameObject
Scoreboard
SlowPowerUp
PowerUp
FreezePowerUp
AddPowerUp
NearPowerUp
SpeedPowerUp