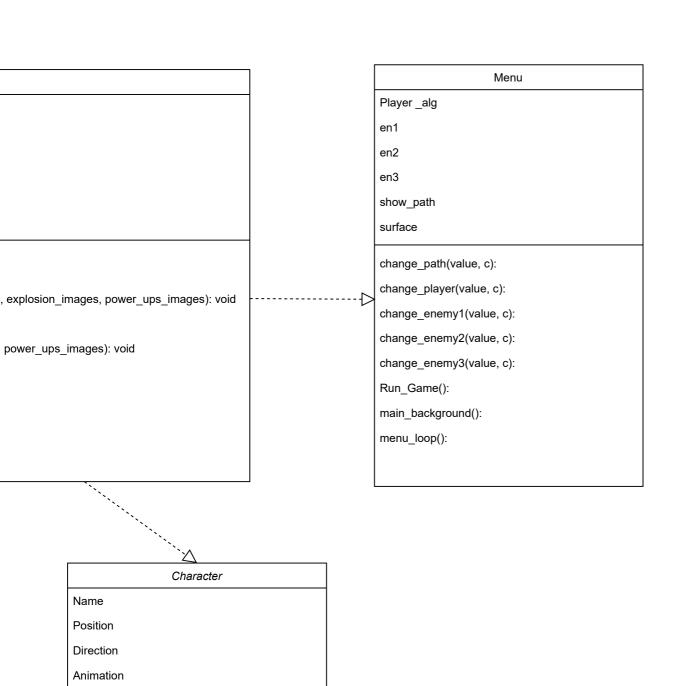| Game |
| --- |
| Player |
| Enemy_List |
| Bomb |
| Explosions |
| Power_ups |
| |
| Game_init(surface, path, player_alg, en1, en2, en3, scale): void |
| Draw(s, grid, tile_size, show_path, game_ended, terrain_images, bomb_images |
| Generate_map(grid): void |
| Main(s, tile_size, show_path, terrain_images, bomb_images, explosion_images, |
| update_bombs(grid, dt): void |
| check_end_game(): void |

Menu
Player _alg
en1
en2
en3
show_path
surface
change_path(value, c):
change_player(value, c):
change_enemy1(value, c):
change_enemy2(value, c):
change_enemy3(value, c):
Run_Game():
main_background():
menu_loop():

, explosion_images, power_ups_images): void

power_ups_images): void

Character
Name
Position
Direction
Animation

Player

Move(x, y, grid, enemys, power ups): void

Consume_Power(power_up, powers_ups): void

Power_up

Pos_x

Pos_y

Type

Explosion

Source_Y

Range

Time

Frame

Sectors

Explode: (map, bombs, b, power_ups)

Bomb_Chain: (bombs, map, power_ups)

Clear_Selector: (map, random, power_ups)

Update: (dt)

Source_X

Range

Frame

Bomb_limit

Plant_Bomb(map): void

Load_animations(scale): void

Enemy

Move(map, bombs, explosions, enemy): void

Make_move(map, bombs, explosions, enemy): void

Check_death():

Create_grid(map, bombs, explosions, enemys):

Bomb

Range

X_Pos

Y_Pos

Time_to_explode

Bomber

Sectors

Get_Range

Update_bomb: ()

Get_Range: ()