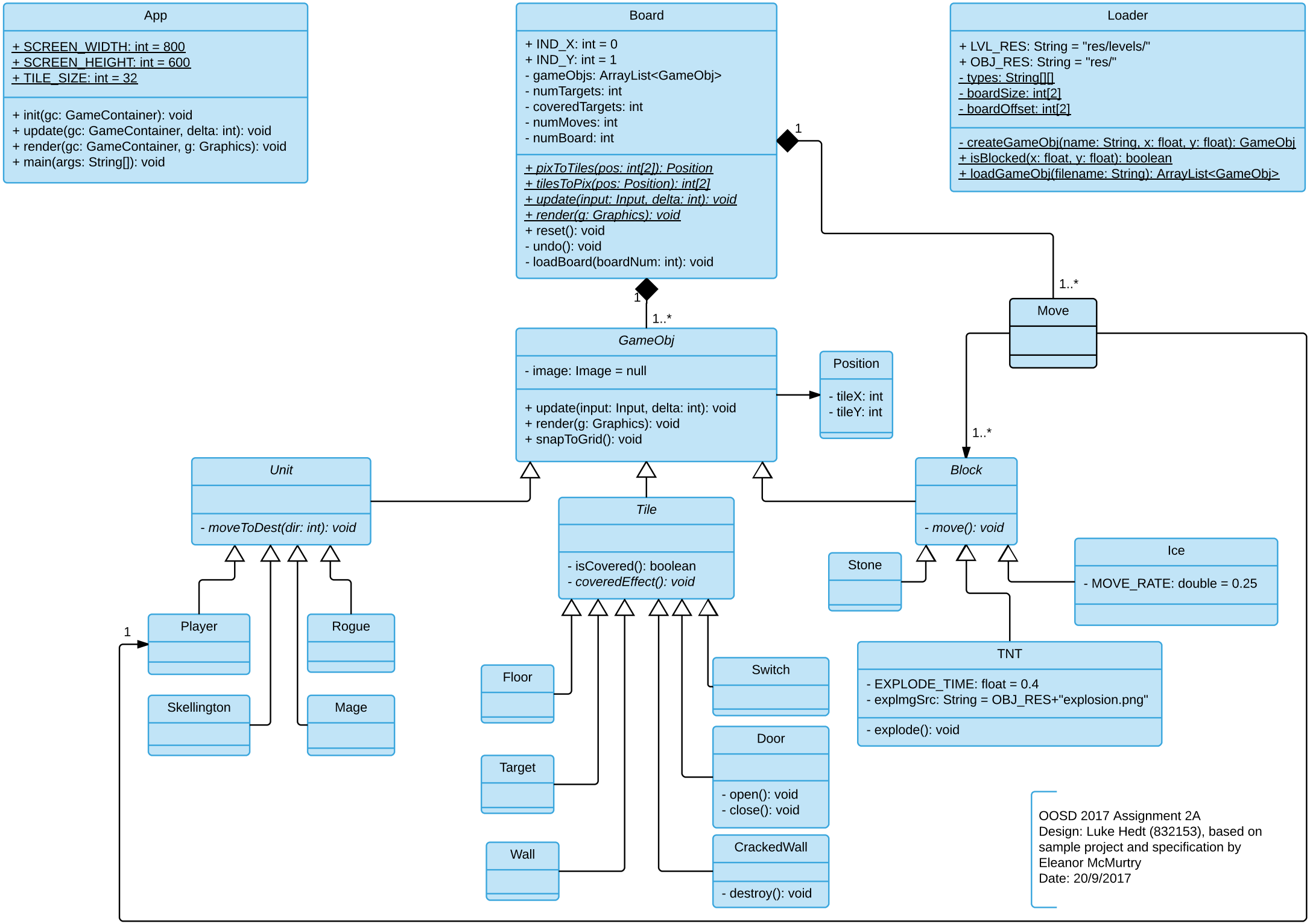
App
+ SCREEN_WIDTH: int = 800
+ SCREEN_HEIGHT: int = 600
+ TILE_SIZE: int = 32
+ init(gc: GameContainer): void
+ update(gc: GameContainer, delta: int): void
+ render(gc: GameContainer, g: Graphics): void
+ main(args: String[]): void
Board
+ IND_X: int = 0
+ IND_Y: int = 1
- gameObjs: ArrayList<GameObj>
- numTargets: int
- coveredTargets: int
- numMoves: int
- numBoard: int
+ pixToTiles(pos: int[2]): Position
+ tilesToPix(pos: Position): int[2]
+ update(input: Input, delta: int): void
+ render(g: Graphics): void
+ reset(): void
- undo(): void
- loadBoard(boardNum: int): void
Loader
+ LVL_RES: String = "res/levels/"
+ OBJ_RES: String = "res/"
- types: String[][]
- boardSize: int[2]
- boardOffset: int[2]
- createGameObj(name: String, x: float, y: float): GameObj
+ isBlocked(x: float, y: float): boolean
+ loadGameObj(filename: String): ArrayList<GameObj>
1
1..*
1
1..*
1..*
Move
GameObj
- image: Image = null
+ update(input: Input, delta: int): void
+ render(g: Graphics): void
+ snapToGrid(): void
Position
- tileX: int
- tileY: int
Unit
- moveToDest(dir: int): void
Tile
- isCovered(): boolean
- coveredEffect(): void
Block
- move(): void
Stone
Ice
- MOVE_RATE: double = 0.25
TNT
- EXPLODE_TIME: float = 0.4
- explmgSrc: String = OBJ_RES+"explosion.png"
- explode(): void
1
Player
Rogue
Skellington
Mage
Floor
Target
Wall
Switch
Door
- open(): void
- close(): void
CrackedWall
- destroy(): void
OOSD 2017 Assignment 2A
Design: Luke Hedt (832153), based on
sample project and specification by
Eleanor McMurtry
Date: 20/9/2017