

+ <c> CharacterAnimationPanel
- PANEL_WIDTH : int = 800 - PANEL_HEIGHT : int = 650 - CHARACTER_WIDTH : int = 30 - CHARACTER_HEIGHT : int = 30 - NORMAL_SPEED : int = 4 - cumulativeSlowFactor: double = 1.0 - GAME_TIME : int = 20 - x : int = 40 - y : int = 0 - currentSpeed : int = NORMAL_SPEED - timeRemaining : int = GAME_TIME - weaponsCollected : int = 0 - gameOver : boolean = false - rightPressed : boolean = false - leftPressed : boolean = false - upPressed : boolean = false - downPressed : boolean = false - direction : String = "DOWN" - labirinto : LabirintioPanel - trapsList : List<Traps> - weapons : List<Weapon> - flag : Flag - gameTimer : Timer - countdownTimer : Timer - backgroundImage : BufferedImage - rightImage : BufferedImage - leftImage : BufferedImage - upImage : BufferedImage - downImage : BufferedImage - buf : Buffer - showInstructions : boolean = true - trapSoundPlayed : boolean = false

+ CharacterAnimationPanel(buf : Buffer) + run() : void - loadImages() : void - loadAndResizeImage(imagePath : String, width : int, height : int) : BufferedImage - setupKeyListener() : void - initializeGame() : void - updateCharacterPosition() : void + paintComponent(g : Graphics) : void - playSoundEffect(soundFilePath : String) : void - playSoundEffectTraps(soundFilePath : String) : void + keyPressed(e : KeyEvent) : void + keyReleased(e : KeyEvent) : void + keyTyped(e : KeyEvent) : void

+ <c> Flag
- FLAG_WIDTH : int = 30 - FLAG_HEIGHT : int = 30 - flagImage : Image - x : int - y : int - collected : boolean

+ Flag(x : int, y : int, imagePath : String) + draw(g : Graphics) : void + checkCollision(playerBounds : Rectangle, weaponsCollected : int, totalWeapons : int) : boolean + isCollected() : boolean

+ <c> Weapon
- WEAPON_WIDTH : int = 30 - WEAPON_HEIGHT : int = 30 - weaponImage : Image - x : int - y : int - collected : boolean - running : boolean - buf : Buffer

+ Weapon(x : int, y : int, imagePath : String, buf : Buffer) + run() : void + moveWeapon() : void + draw(g : Graphics) : void + checkCollision(playerBounds : Rectangle) : boolean + isCollected() : boolean + stopThread() : void

+ <c> Traps
- TRAP_WIDTH : int = 40 - TRAP_HEIGHT : int = 40 - trapImage : Image - x : int - y : int - isVisible : boolean

+ Traps(x : int, y : int, ImagePath : String) + drawTrap(g : Graphics) : void + checkCollision(playerBounds : Rectangle) : boolean + getX() : int + getY() : int + isSoundPlayed() : boolean + setSoundPlayed() : boolean + getBounds() : Rectangle

+ <c> LabirintioPanel
- walls : List<Rectangle> - wallTexture : BufferedImage - texture : TexturePaint - static WALL_SIZE : int = 40

+ LabirintioPanel() + loadWallTexture() : void + createMaze() : void + addWall(x : int, y : int, width : int, height : int) : void + drawMaze(g : Graphics) : void + checkCollision(player : Rectangle) : boolean + canMove(newX : int, newY : int, width : int, height : int) : boolean

+ <c> Buffer
- buffer : String

+ Buffer() + vuoto() : boolean + scrivi(frase : String) : void + leggi() : String