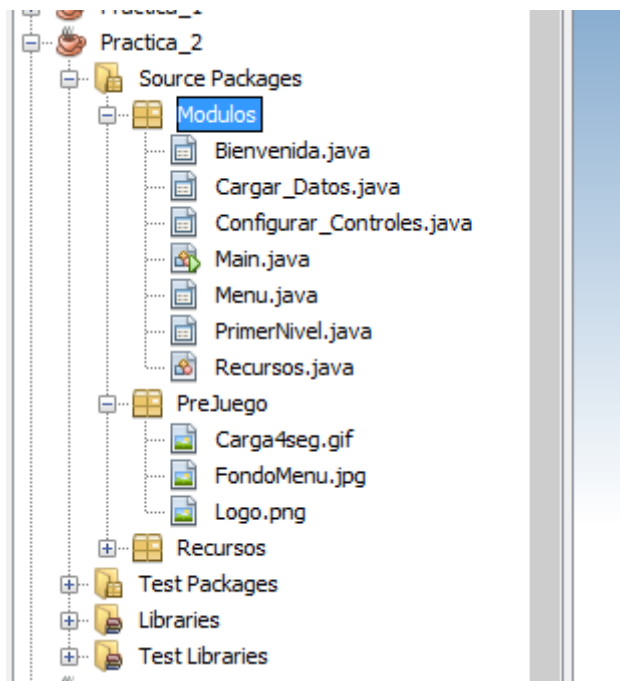# Manual Tecnico de Cuphead
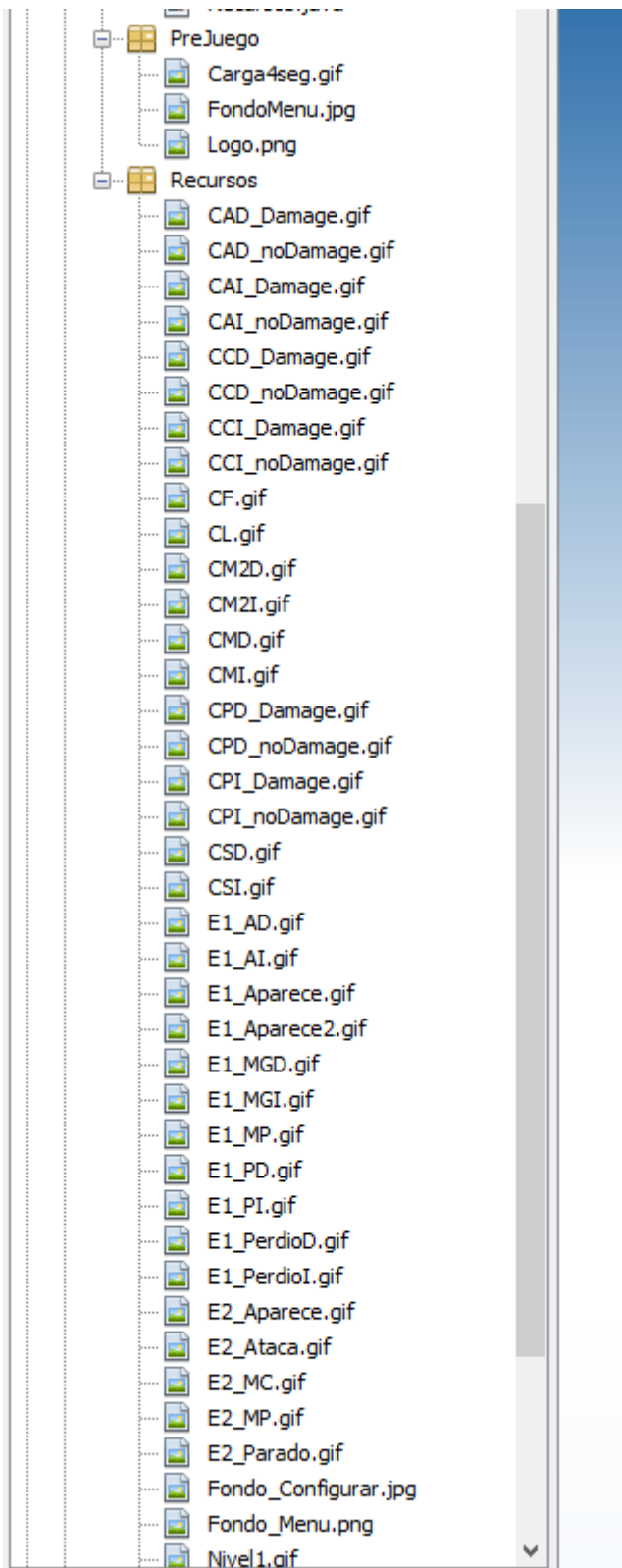
- ## Clases Principales

Podremos visualizar los Paquetes Creados y su contenido dentro de este Proyecto.
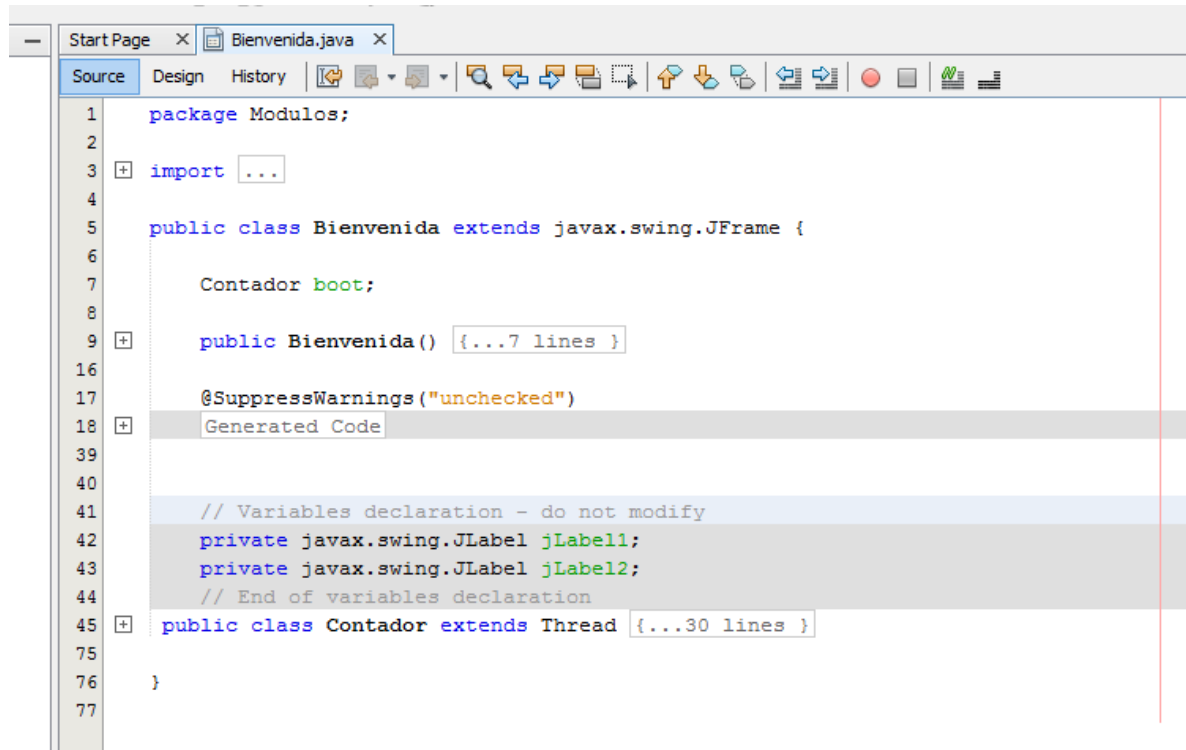
- Paquete Recursos y Pre-Juego

Estos paquetes cuentan unicamente con todos los Recursos Graficos que fueron usados para el Proyecto.

- Recursos.java
- PreJuego
  - Carga4seg.gif
  - FondoMenu.jpg
  - Logo.png
- Recursos
  - CAD_Damage.gif
  - CAD_noDamage.gif
  - CAI_Damage.gif
  - CAI_noDamage.gif
  - CCD_Damage.gif
  - CCD_noDamage.gif
  - CCI_Damage.gif
  - CCI_noDamage.gif
  - CF.gif
  - CL.gif
  - CM2D.gif
  - CM2I.gif
  - CMD.gif
  - CMI.gif
  - CPD_Damage.gif
  - CPD_noDamage.gif
  - CPI_Damage.gif
  - CPI_noDamage.gif
  - CSD.gif
  - CSI.gif
  - E1_AD.gif
  - E1_AI.gif
  - E1_Aparece.gif
  - E1_Aparece2.gif
  - E1_MGD.gif
  - E1_MGI.gif
  - E1_MP.gif
  - E1_PD.gif
  - E1_PI.gif
  - E1_PerdioD.gif
  - E1_PerdioI.gif
  - E2_Aparece.gif
  - E2_Ataca.gif
  - E2_MC.gif
  - E2_MP.gif
  - E2_Parado.gif
  - Fondo_Configurar.jpg
  - Fondo_Menu.png
  - Nivel1.gif

- Bienvenida

Esta clase es Unicamente una Pantalla de carga para el Juego.

```java
package Modulos;

import ...

public class Bienvenida extends javax.swing.JFrame {

    Contador boot;

    public Bienvenida() {...7 lines }

    @SuppressWarnings("unchecked")
    Generated Code


    // Variables declaration - do not modify
    private javax.swing.JLabel jLabel1;
    private javax.swing.JLabel jLabel2;
    // End of variables declaration
public class Contador extends Thread {...30 lines }

}
```

- Carga de Datos

Esta clase administra la carga de datos por medio del Archivo .Cuphead a la Tabla dentro del Formulario.

```
Start Page  ×   Bienvenida.java  ×

Source  Design  History  |  ⟲ ⟳ ▾ ⟳ ▾ | ⚲ 🔁 🔁 🔁 ⬛ | ⬆ ⬇ ⬇ | ⇤ ⇥ | ● ⬛ | ▧ ▤

   1        package Modulos;
   2
   3  ⊞  import ...
   4
   5        public class Bienvenida extends javax.swing.JFrame {
   6
   7            Contador boot;
   8
   9  ⊞        public Bienvenida() {...7 lines }
  16
  17            @SuppressWarnings("unchecked")
  18  ⊞        Generated Code
  39
  40
  41            // Variables declaration - do not modify
  42            private javax.swing.JLabel jLabel1;
  43            private javax.swing.JLabel jLabel2;
  44            // End of variables declaration
  45  ⊞    public class Contador extends Thread {...30 lines }
  75
  76        }
  77
```

- ## Configurar Controles

Esta clase se encarga de Administrar las Pulsaciones que de el usuario
para poder configurar a su gusto las teclas que se vallan a usar dentro del
juego.

```
 8    public class Configurar_Controles extends javax.swing.JFrame {
 9
10        boolean eMoverse_Adelante = false, eMoverse_Atras = false, eSalto = false, eDisparo1 = false, eDisparo2 = false;
11        public static int evtMoverse_Adelante = 0, evtMoverse_Atras = 0, evtSalto = 0, evtDisparo = 0, evtDisparo2 = 0, iconoDisparo1 = 0, iconoDisparo2 = 0;
12
13    +    public Configurar_Controles() {...9 lines }
22
23        @SuppressWarnings("unchecked")
24    +    Generated Code
255
256   +    private void tMoverse_AdelanteActionPerformed(java.awt.event.ActionEvent evt) {...3 lines }
259
260   +    private void tMoverse_AtrasActionPerformed(java.awt.event.ActionEvent evt) {...3 lines }
263
264   +    private void tSaltoActionPerformed(java.awt.event.ActionEvent evt) {...3 lines }
267
268   +    private void tMoverse_AdelanteMouseClicked(java.awt.event.MouseEvent evt) {...6 lines }
274
275   +    private void tMoverse_AdelanteKeyPressed(java.awt.event.KeyEvent evt) {...5 lines }
280
281   +    private void tMoverse_AdelanteKeyReleased(java.awt.event.KeyEvent evt) {...3 lines }
284
285   +    private void formKeyReleased(java.awt.event.KeyEvent evt) {...35 lines }
320
321   +    private void tMoverse_AtrasMouseClicked(java.awt.event.MouseEvent evt) {...4 lines }
325
326   +    private void tSaltoMouseClicked(java.awt.event.MouseEvent evt) {...4 lines }
330
331   +    private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {...13 lines }
344
345   +    private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {...23 lines }
368
369   +    private void tDisparoMouseClicked(java.awt.event.MouseEvent evt) {...4 lines }
373
374   +    private void tDisparoActionPerformed(java.awt.event.ActionEvent evt) {...3 lines }
377
378   +    private void tDisparo2MouseClicked(java.awt.event.MouseEvent evt) {...4 lines }
382
383   +    private void tDisparo2ActionPerformed(java.awt.event.ActionEvent evt) {...3 lines }
386
387   +    private void cDisparo1KeyReleased(java.awt.event.KeyEvent evt) {...3 lines }
390
391   +    private void cDisparo2KeyReleased(java.awt.event.KeyEvent evt) {...3 lines }
394
395   +    private void cDisparo1KeyTyped(java.awt.event.KeyEvent evt) {...4 lines }
399
400   +    private void cDisparo2KeyTyped(java.awt.event.KeyEvent evt) {...3 lines }
```

- Juego

Esta clase administra todos los Hilos dentro del juego, movimientos de los jefes y de nuestro personaje Cuphead.

```java
package Modulos;

import ...9 lines

public class Juego extends javax.swing.JFrame {

    String ladoC = "D", agachadoC = "N", disparoC = "N", ladoDisparoC = "D", ladoPapa = "D", robotPegar = "N";
    Recursos recursos = new Recursos();
    public static int HP_E1 = 100, HP_Cuphead = 200, HP_E2 = 200, segundos = 0, minutos = 0;
    int XC, YC, vecesPapa = 0, vecesRobot = 0;
    JLabel lHP_E1 = new JLabel(String.valueOf(HP_E1));
    JLabel lHP_Cuphead = new JLabel(String.valueOf(HP_Cuphead));
    JLabel Cuphead = new JLabel(new ImageIcon(recursos.iCPD_noD));
    JLabel Papa = new JLabel(new ImageIcon(recursos.iE1A));
    JLabel Robot = new JLabel(new ImageIcon(recursos.iE2A));

    JLabel PapaM1 = new JLabel(new ImageIcon(recursos.iE1MP));
    JLabel PapaM2 = new JLabel(new ImageIcon(recursos.iE1MGI));
    JLabel RobotM1 = new JLabel(new ImageIcon(recursos.iE2MP));
    JLabel RobotM2 = new JLabel(new ImageIcon(recursos.iE2MP));
    JLabel RobotM3 = new JLabel(new ImageIcon(recursos.iE2MP));
    JLabel RobotM4 = new JLabel(new ImageIcon(recursos.iE2MP));
    JLabel RobotM5 = new JLabel(new ImageIcon(recursos.iE2MP));
    JLabel RobotM6 = new JLabel(new ImageIcon(recursos.iE2MP));

    Contador contador = new Contador();
    E1_DisparosI e1_DisparosI = new E1_DisparosI();
    E1_DisparosD e1_DisparosD = new E1_DisparosD();
    E2_Aparece e2_Aparece = new E2_Aparece();
    E2_MovimientoAR e2_MovimientoAR = new E2_MovimientoAR();
    E2_MovimientoAB e2_MovimientoAB = new E2_MovimientoAB();
    E2_MisilesP e2_MisilesP = new E2_MisilesP();
    E2_MisilesC1 e2_MisilesC1 = new E2_MisilesC1();
    E2_MisilesC2 e2_MisilesC2 = new E2_MisilesC2();
    E2_MisilesC3 e2_MisilesC3 = new E2_MisilesC3();
    E2_MisilesC4 e2_MisilesC4 = new E2_MisilesC4();
    E2_MisilesC5 e2_MisilesC5 = new E2_MisilesC5();
    E2_MisilesC6 e2_MisilesC6 = new E2_MisilesC6();

    Menu menu = new Menu();

    boolean ejE1disparos = true, ejCupheadDisparo = true, ejCambioLadoPapa = true, Cuphead_Saltando = false, Cuphead_

    public Juego() {...14 lines }
```

- # Recursos

Esta clase unicamente nos sirve para tener un control mas rapido de nuestras imágenes / recursos dentro del juego.

```java
package Modulos;

import java.awt.Image;
import javax.swing.ImageIcon;

public class Recursos {

    public Image ready = new ImageIcon(getClass().getResource("/Recursos/Ready.gif")).getImage();

    //Cuphead
    public Image iCPD_noD = new ImageIcon(getClass().getResource("/Recursos/CPD_noDamage.gif")).getImage();
    public Image iCPI_noD = new ImageIcon(getClass().getResource("/Recursos/CPI_noDamage.gif")).getImage();

    public Image iCCD_noD = new ImageIcon(getClass().getResource("/Recursos/CCD_noDamage.gif")).getImage();
    public Image iCCI_noD = new ImageIcon(getClass().getResource("/Recursos/CCI_noDamage.gif")).getImage();

    public Image iCAD_noD = new ImageIcon(getClass().getResource("/Recursos/CAD_noDamage.gif")).getImage();
    public Image iCAI_noD = new ImageIcon(getClass().getResource("/Recursos/CAI_noDamage.gif")).getImage();

    public Image iCPD_D = new ImageIcon(getClass().getResource("/Recursos/CPD_Damage.gif")).getImage();
    public Image iCPI_D = new ImageIcon(getClass().getResource("/Recursos/CPI_Damage.gif")).getImage();

    public Image iCCD_D = new ImageIcon(getClass().getResource("/Recursos/CCD_Damage.gif")).getImage();
    public Image iCCI_D = new ImageIcon(getClass().getResource("/Recursos/CCI_Damage.gif")).getImage();

    public Image iCAD_D = new ImageIcon(getClass().getResource("/Recursos/CAD_Damage.gif")).getImage();
    public Image iCAI_D = new ImageIcon(getClass().getResource("/Recursos/CAI_Damage.gif")).getImage();

    public Image iCSD = new ImageIcon(getClass().getResource("/Recursos/CSD.gif")).getImage();
    public Image iCSI = new ImageIcon(getClass().getResource("/Recursos/CSI.gif")).getImage();

    public Image iCMD = new ImageIcon(getClass().getResource("/Recursos/CMD.gif")).getImage();
    public Image iCMI = new ImageIcon(getClass().getResource("/Recursos/CMI.gif")).getImage();

    public Image iCM2D = new ImageIcon(getClass().getResource("/Recursos/CM2D.gif")).getImage();
    public Image iCM2I = new ImageIcon(getClass().getResource("/Recursos/CM2I.gif")).getImage();

    public Image iCL = new ImageIcon(getClass().getResource("/Recursos/CL.gif")).getImage();

    public Image iCF = new ImageIcon(getClass().getResource("/Recursos/CF.gif")).getImage();

    //Enemigo 1
    public Image iE1PI = new ImageIcon(getClass().getResource("/Recursos/E1_PI.gif")).getImage();
    public Image iE1PD = new ImageIcon(getClass().getResource("/Recursos/E1_PD.gif")).getImage();

    public Image iE1AI = new ImageIcon(getClass().getResource("/Recursos/E1_AI.gif")).getImage();
    public Image iE1AD = new ImageIcon(getClass().getResource("/Recursos/E1_AD.gif")).getImage();
```