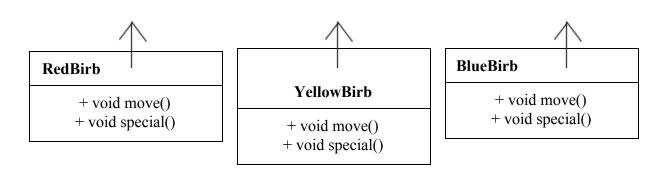
Final Project UML Diagram ANGERY BIRBS

Birb - float initX,initY,x,y,dx,dy,mass - PImage loadedBirb - Boolean pulled, launched, collided, specialed - ALQueue birbs

+ Birb()
+ void drag()
+ void towardsMouse(float pullback)
+ boolean onBirb()
+ void shoot()
+ void move()
+ void special()



- float grav,maxPull - int gameScreen - PImage bg - PImage slingshot -DLLNode levels - ArrayList<String> matchHistory - Heap highScores + void setup() + void mouseDragged()

+ void mouseReleased()
+ void mouseClicked()
+ void mousePressed()
+ void draw()
+ void titleScreen()
+ void gameScreen()
+ isGameOver()

Level

Block[] blocksPig[] pigs

+ loadBlocks() + removeDeadBall()

Block has-a Ball

Ball[] subs

+Block()

+Block(int w, int l, int xcor, int ycor)

+void influenceOthers() - has Balls in subs influence the others in terms of dx and dy +void stickMe(Ball me, Ball you) - has Ball you become tangent to Ball me along the slope of the line connecting them. Keeps Block intact.

+ void update() - iterates through subs and determines the block's orientation from that

Ball

float x,y,dx,dy,mass,rad,red,blue,green,health color c boolean isYouDed,inBlock,inFloor

+ Ball() + boolean bounce() + boolean collision() + void update()

+ isDead()

Pig is-a Ball - PImage healthyPic - PImage woundedPic - PImage edgeOfDeathPic + Pig() + updatePic()