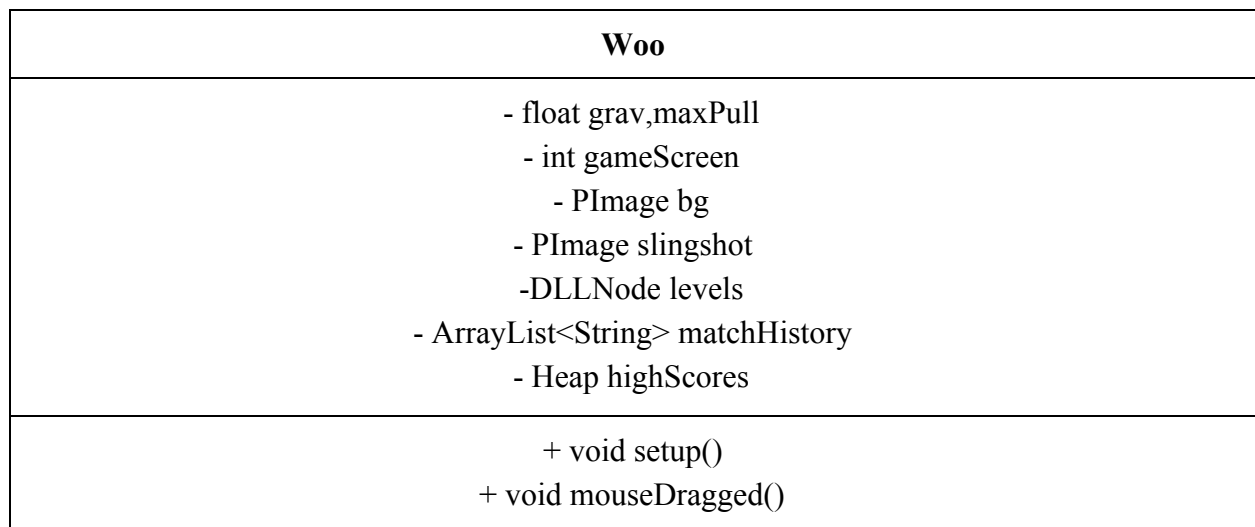
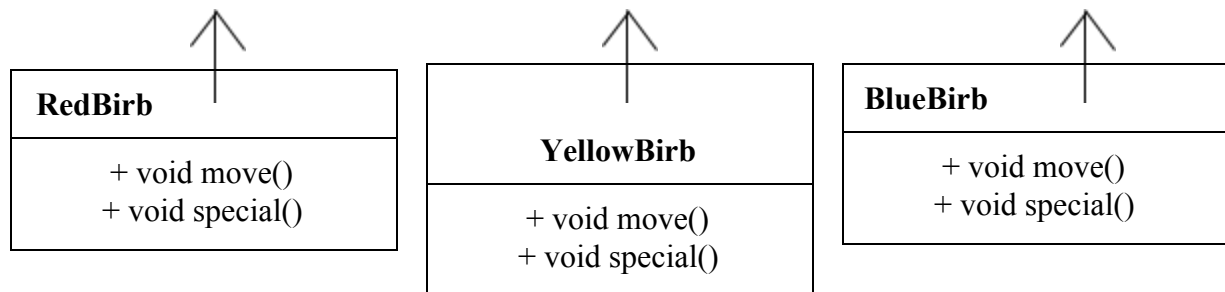
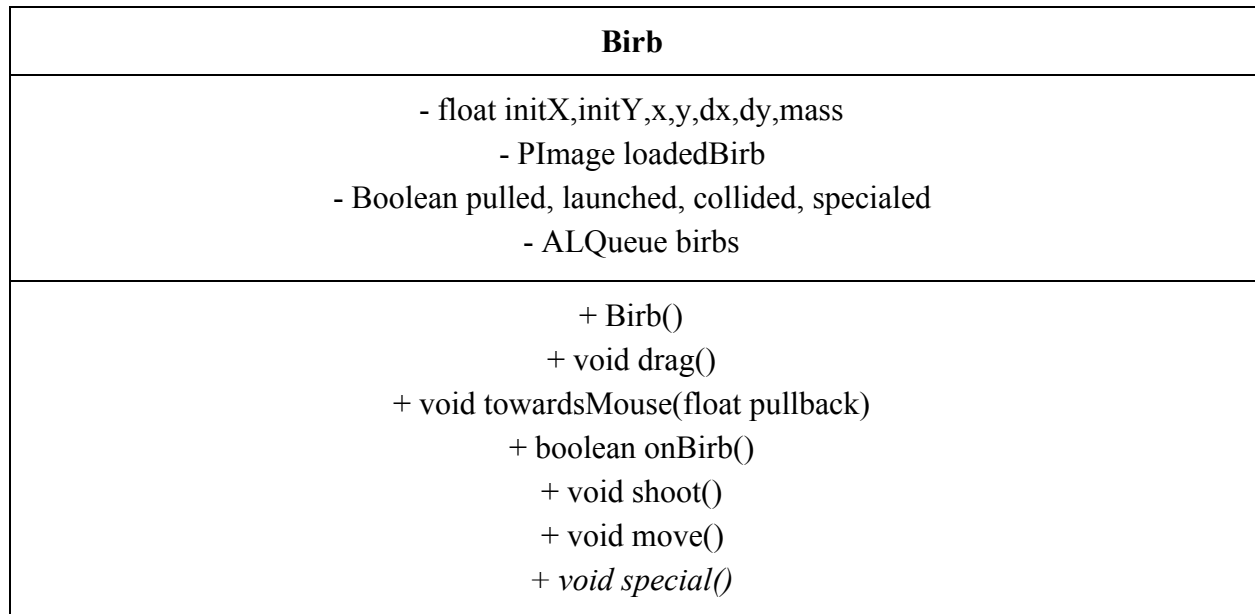


Final Project UML Diagram
ANGERY BIRBS



+ void mouseReleased() + void mouseClicked() + void mousePressed() + void draw() + void titleScreen() + void gameScreen() + isGameOver()
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Level
- Block[] blocks - Pig[] pigs
+ loadBlocks() + removeDeadBall()

Block has-a Ball
Ball[] subs
+Block() +Block(int w, int l, int xcor, int ycor) +void influenceOthers() - <i>has Balls in subs influence the others in terms of dx and dy</i> +void stickMe(Ball me, Ball you) - <i>has Ball you become tangent to Ball me along the slope of the line connecting them. Keeps Block intact.</i> + void update() - <i>iterates through subs and determines the block's orientation from that</i>

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()