Kerntaken en Werkprocessen

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Klas: MG1D

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| Gamescreen : screen |

Eigenschappen Functies

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| \_balls :Array = []; | init(e:event) :void ”spawn” |
| \_paddles :Array = []; | init(e:Event) :void “spawn” |
| \_scorebooard: Scoreboard; | checkScore() :void “lose condition” |

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| Ai : paddle |

Eigenschappen Functies

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| \_target:ball; | getTarget() :void “touched” |
| \_speed:Number = 0; | loop(e:Event) :void “speed ai” |
| \_maxSpeed:Number = 8; | loop(e:Event) :void “maxspeed ai” |
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| Scoreboard:screen |

Eigenschappen Functies

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| --- | --- |
| \_scores:Array = []; | init(e:Event) :void ”startscore” |
| left:TextField; | (value:Number) :void”scorelinks” |
| right:TextField; | (value:Number) :void”scorerechts” |
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