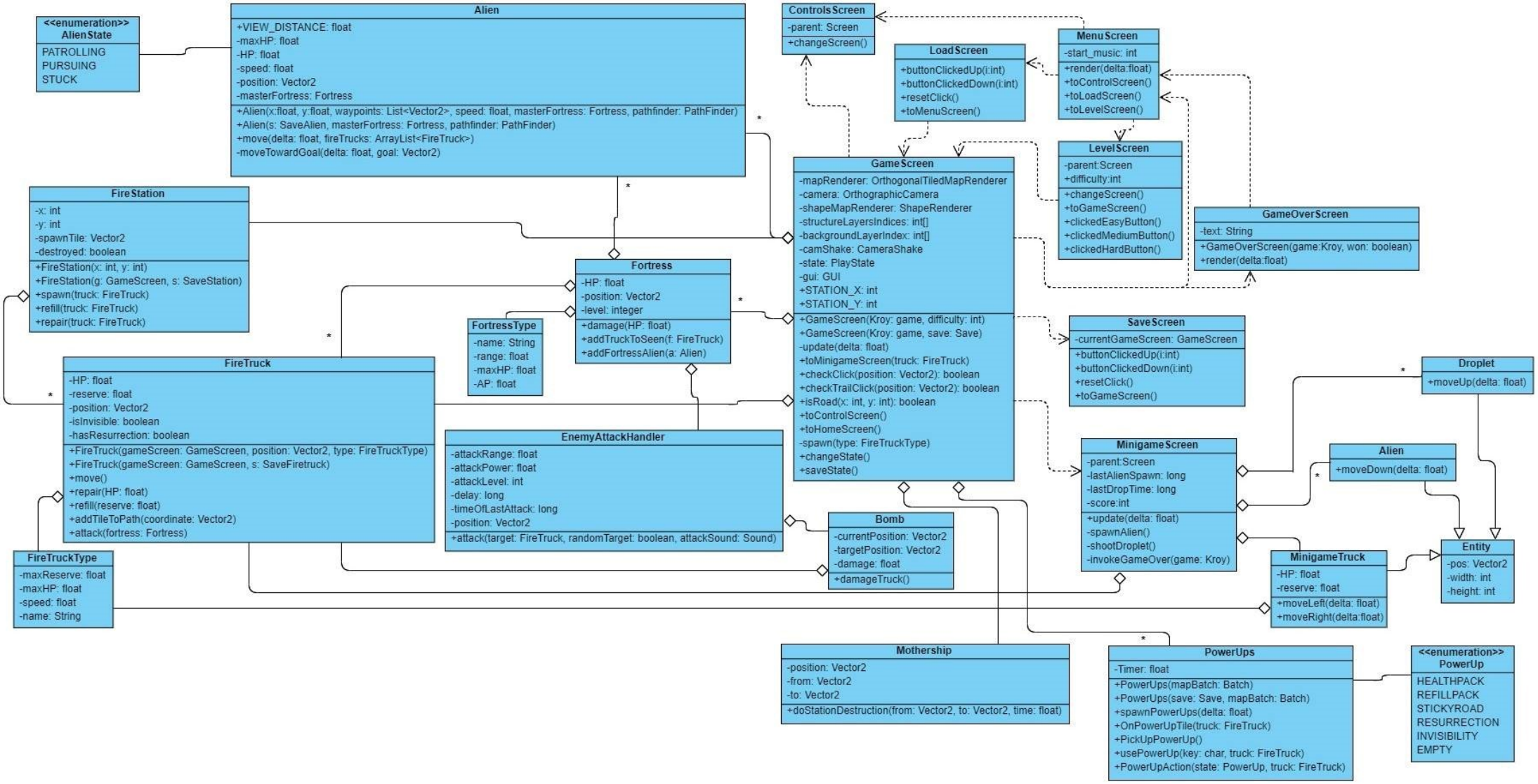
Alien
+VIEW_DISTANCE: float
-maxHP: float
-HP: float
-speed: float
-position: Vector2
-masterFortress: Fortress
+Alien(x:float, y:float, waypoints: List<Vector2>, speed: float, masterFortress: Fortress, pathfinder: PathFinder)
+Alien(s: SaveAlien, masterFortress: Fortress, pathfinder: PathFinder)
+move(delta: float, fireTrucks: ArrayList<FireTruck>)
-moveTowardGoal(delta: float, goal: Vector2)
<<enumeration>>
AlienState
PATROLLING
PURSUING
STUCK
ControlsScreen
-parent: Screen
+changeScreen()
LoadScreen
+buttonClickedUp(i:int)
+buttonClickedDown(i:int)
+resetClick()
+toMenuScreen()
MenuScreen
-start_music: int
+render(delta:float)
+toControlScreen()
+toLoadScreen()
+toLevelScreen()
LevelScreen
-parent:Screen
+difficulty:int
+changeScreen()
+toGameScreen()
+clickedEasyButton()
+clickedMediumButton()
+clickedHardButton()
GameScreen
-mapRenderer: OrthogonalTiledMapRenderer
-camera: OrthographicCamera
-shapeMapRenderer: ShapeRenderer
-structureLayersIndices: int[]
-backgroundLayerIndex: int[]
-camShake: CameraShake
-state: PlayState
-gui: GUI
+STATION_X: int
+STATION_Y: int
+GameScreen(Kroy: game, difficulty: int)
+GameScreen(Kroy: game, save: Save)
-update(delta: float)
+toMinigameScreen(truck: FireTruck)
+checkClick(position: Vector2): boolean
+checkTrailClick(position: Vector2): boolean
+isRoad(x: int, y: int): boolean
+toControlScreen()
+toHomeScreen()
-spawn(type: FireTruckType)
+changeState()
+saveState()
GameOverScreen
-text: String
+GameOverScreen(game:Kroy, won: boolean)
+render(delta:float)
FireStation
-x: int
-y: int
-spawnTile: Vector2
-destroyed: boolean
+FireStation(x: int, y: int)
+FireStation(g: GameScreen, s: SaveStation)
+spawn(truck: FireTruck)
+refill(truck: FireTruck)
+repair(truck: FireTruck)
Fortress
-HP: float
-position: Vector2
-level: integer
+damage(HP: float)
+addTruckToSeen(f: FireTruck)
+addFortressAlien(a: Alien)
FortressType
-name: String
-range: float
-maxHP: float
-AP: float
SaveScreen
-currentGameScreen: GameScreen
+buttonClickedUp(i:int)
+buttonClickedDown(i:int)
+resetClick()
+toGameScreen()
Droplet
+moveUp(delta: float)
FireTruck
-HP: float
-reserve: float
-position: Vector2
-isInvisible: boolean
-hasResurrection: boolean
+FireTruck(gameScreen: GameScreen, position: Vector2, type: FireTruckType)
+FireTruck(gameScreen: GameScreen, s: SaveFiretruck)
+move()
+repair(HP: float)
+refill(reserve: float)
+addTileToPath(coordinate: Vector2)
+attack(fortress: Fortress)
EnemyAttackHandler
-attackRange: float
-attackPower: float
-attackLevel: int
-delay: long
-timeOfLastAttack: long
-position: Vector2
+attack(target: FireTruck, randomTarget: boolean, attackSound: Sound)
MinigameScreen
-parent:Screen
-lastAlienSpawn: long
-lastDropTime: long
-score:int
+update(delta: float)
-spawnAlien()
-shootDroplet()
-invokeGameOver(game: Kroy)
Alien
+moveDown(delta: float)
Bomb
-currentPosition: Vector2
-targetPosition: Vector2
-damage: float
+damageTruck()
MinigameTruck
-HP: float
-reserve: float
+moveLeft(delta: float)
+moveRight(delta:float)
Entity
-pos: Vector2
-width: int
-height: int
FireTruckType
-maxReserve: float
-maxHP: float
-speed: float
-name: String
Mothership
-position: Vector2
-from: Vector2
-to: Vector2
+doStationDestruction(from: Vector2, to: Vector2, time: float)
PowerUps
-Timer: float
+PowerUps(mapBatch: Batch)
+PowerUps(save: Save, mapBatch: Batch)
+spawnPowerUps(delta: float)
+OnPowerUpTile(truck: FireTruck)
+PickUpPowerUp()
+usePowerUp(key: char, truck: FireTruck)
+PowerUpAction(state: PowerUp, truck: FireTruck)
<<enumeration>>
PowerUp
HEALTHPACK
REFILLPACK
STICKYROAD
RESURRECTION
INVISIBILITY
EMPTY