

Golemlandשם הפרוייקט:

מגיש: שלומי דומננקו

תז: 318643640

מורה: לאוניד שפרן

בית ספר:  יוענה ז'בוטינסקי

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## C:\Users\Shlomi\Desktop\cooltext186564804875495.png

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שימו לב - ניתן לגשת בחופשיות לפרוייקט ל Dropbox שלי:

https://www.dropbox.com/sh/2ho8m3c5pha1k74/AADzXI58KLU1AmPMVtP6xVkna?dl=0



אני התחלתי ללמוד בגיל 11 לתכנת, אבל בגלל החומר הקשה באותו זמן, לא הבנתי כל כך מה אבא שלי מסביר. בגיל 13 התחלתי ללמוד לבד, והתקדמתי המון. כיום אני גם לומד לבד, לפעמים אני דן בנושאים שבהם אני צריך עזרה, ומבקש מאבא שלי (שעובד בהייטק) עזרה. כמו כן, אני לא אוהב לתכנת בכפייה, אני מתכנת אך ורק בזמני החופשי ומתי שנוח לי. עד גיל 16 בערך היה לי ניסיון הבסיסי ביותר בתכנות, אך בגיל 17-18 התחלתי לקחת את עצמי ביידים ולמדתי מגוון נושאים:

סייבר, אנדרויד, בניית אתרים, GUI \UI(קצת עיצוב), כמו כן Software ו- Hardware, למדתי להרכיב מחשב לבד מכלום, למדתי שפות שונות ומגוונות לבד: C#,C++,Python, Java, Ruby on Rails, Assembly. העשרתי את הידע שלי ולמדתי להשתמש ב Documentation .

כמו כן אני השתמשתי בהרבה סיפריות ו Frameworks ומאד נהנתי להשתמש בהם בתכנות. ברובם אני משתמש רק ב API של גרפיקה. להלן דברים שהשתמשתי בהם בעבר:

libGDX,Microsoft XNA,LWJGL,Slick2D,OpenGL, SlickUtills, Box2D, JavaFX Framework, DirectX, Processing

כמו כן אני למדתי להשתמש בכלים שנקראים "מנועים", אבל אני לא אוהב אותם ממש. Unity, Blender, Blender Game Engine, Gamemaker. אני לא אוהב להשתמש במנועים בגלל שאני רוצה לבנות משחק ספציפי ולא כללי.

למידע נוסף על איך ללמוד לתכנת לבד בניתי בלוג בפורום ישראלי מוכר:

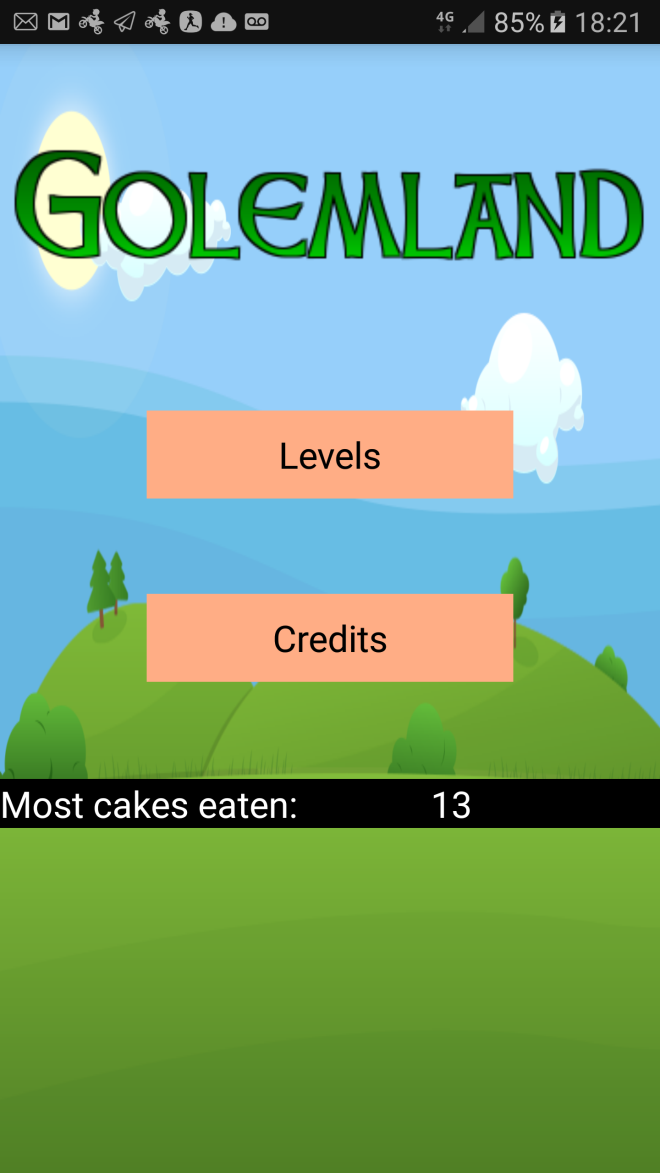
<https://www.fxp.co.il/showthread.php?t=17166193>



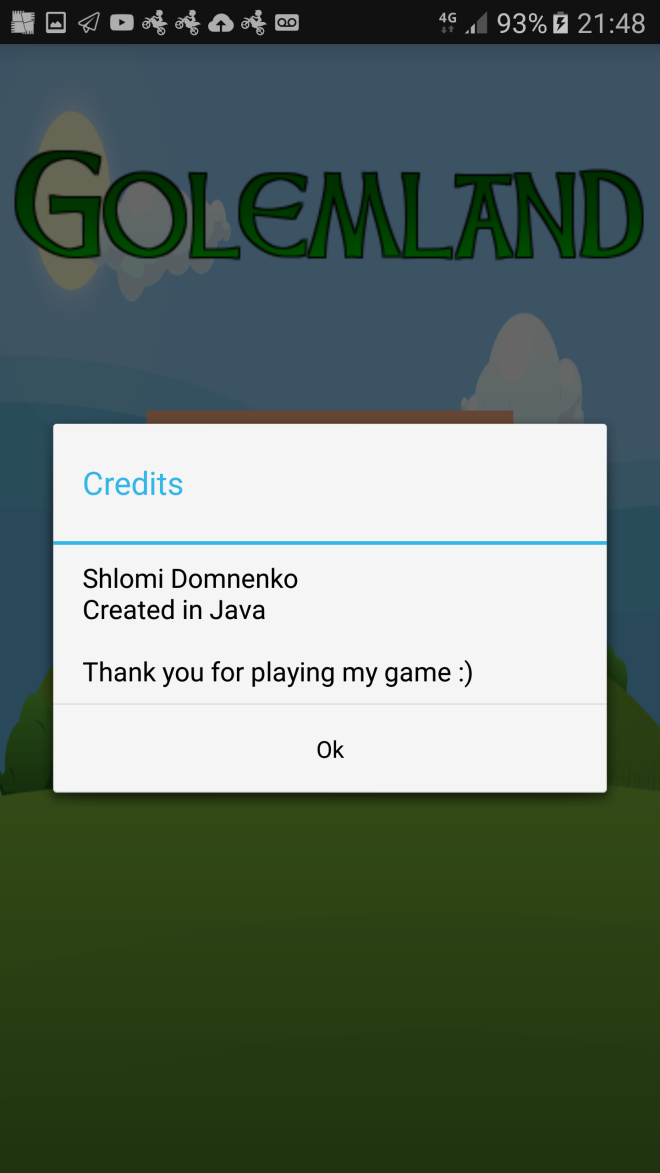
תיאור מסכים, תיאור המשחק וחלונות

המטרה העיקרית של המשחק הוא לאכול עוגות. ככל שאתה אוכל יותר ויותר עוגות, הכסף שלך עולה. כמו כן יהיו על המפה מפלצות שינסו להרוג אותך! כי הם אוהבים עוגות!

בתחילת פתיחת האפליקציה ייפתח חלון הבא:



זה החלון המרכזי. שימו לב שהשחקן אכל 13 עוגות, אבל כשהמשחק נפתח פעם ראשונה הוא מתאפס. בתוך החלון יש 2 כפתורים, שאחד מהם הוא Credits ופותח את הדיאלוג:

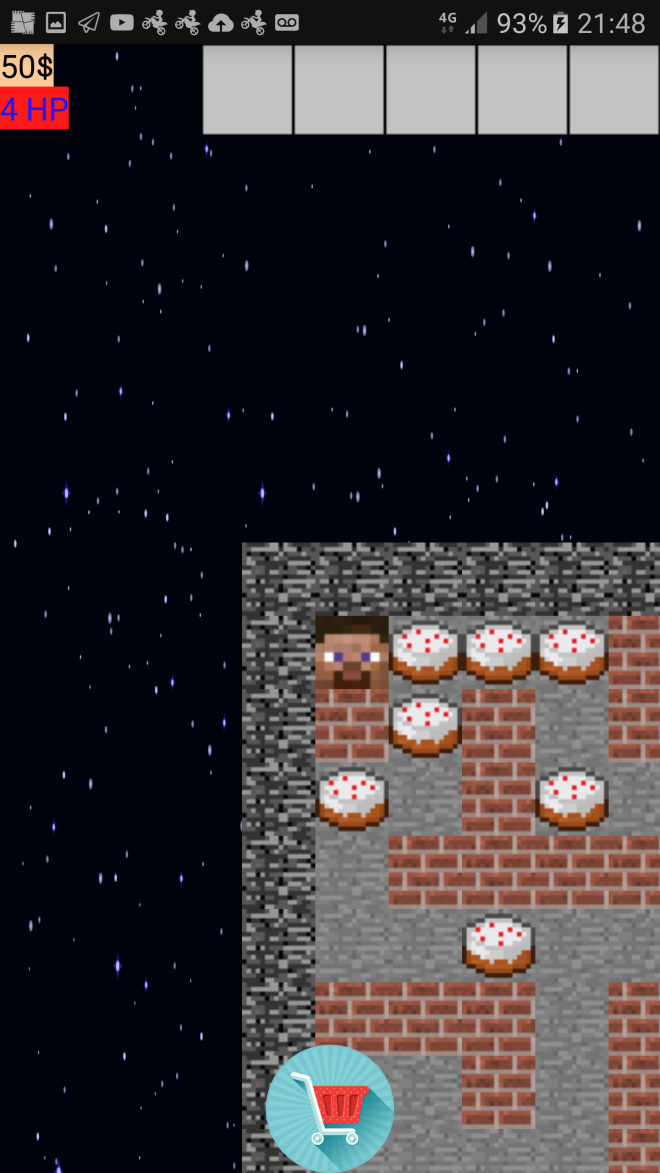


כמו כן הכפתור Levels יפתח חלון הבא:

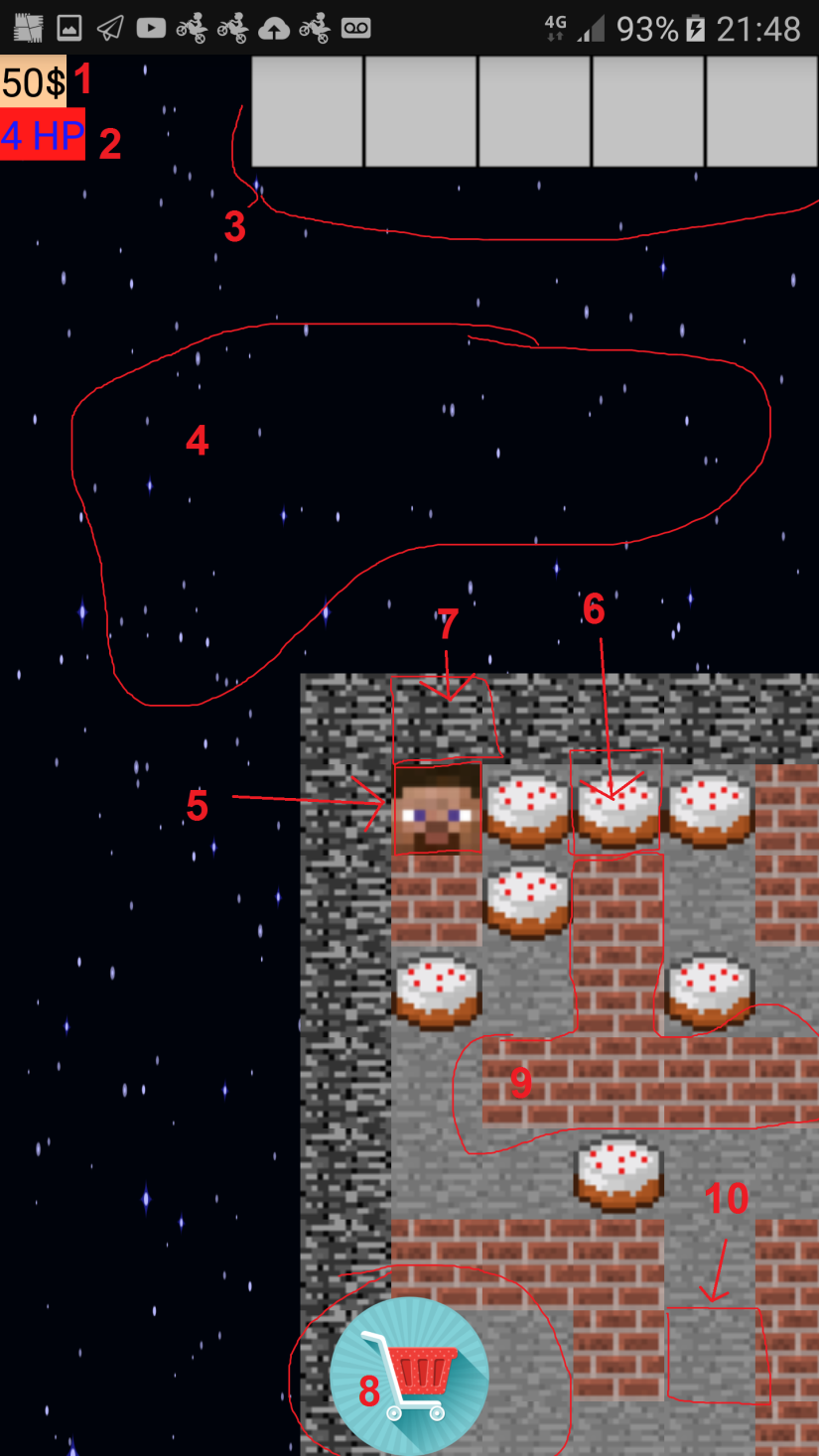


בחלון הזה המשתמש יכול לבחור שלב מתוך 6 השלבים. בכל שלב יש מפה שונה (או לא שונה) ושם מתרחש המשחק.

נניח והמשתמש פותח את המפה מספר 2. המשחק מתחיל והמשתמש רואה:



בגלל שזה הרבה חומר על העיניים אני אנתח מה השחקן רואה:



מילון מושגים

1. זה הכסף של השחקן. (כסף ההתחלתי יכול להשתנות, תלוי לפי ההגדרה במחלקה Settings.
2. זה החיים של השחקן. גם הוא תלוי לפי ההגדרות ב Settings. כמו כן, אם החיים מתחת ל 0 השחקן ימות והמשחק יסתיים.
3. זה ה Inventory (תיבה) של השחקן. היא מכילה חפצים של השחקן. דוגמה: כובע, TNT.
4. זה ה Background של המשחק.
5. זה הטקסטורה של השחקן. כמו כן השחקן נמצא באינקס 1,1 על המפה. (לא חובה שהשחקן ישתגר דווקא למקום הזה. השחקן משתגר איפה שהמפה שמה אותו.)
6. זה עוגה. עוגה זה Entity שהשחקן יכול לקחת ולאכול! עוגה מעלה את הכסף של השחקן, עוד פעם לפי ההגדרות ב Settings . לאחר שהעוגה נאכלת היא עושה Spawn מחדש לאחר זמן מוקצב ומוגדר ב Settings.
7. הטקסטורה הזו מסמלת Birck wall. זה סוג של Tile ש TNT לא יכול להרוס, והוא נועד לציין גבולות של המפה, כי הוא בחיים לא ייצא מהמפה. (אלה אם כן יש טעות בהגדרה של המפה)
8. זה כפתור "החנות". החנות פותחת דיאלוג שהשחקן יכול לבחור בין חפצים למכירה. המחירים מוגדרים כבר ב Settings. דברים שהשחקן קנה מתווספים לתיבה שלו, והשחקן יכול להשתמש בהם לשימוש עתידי.
9. זה Tile שנקרא Brick שאפשר להרוס אותו. אי-אפשר לעבור דרכו אם הוא מוגדר.
10. זה גם סוג של Tile שנקרא Sidewalk שהשחקן יכול לעבור דרכו. זה Static tile כלומר אי-אפשר להרוס אותו, והוא נמצא שם לתמיד! :O

לאחר שהשחקן מת הוא רואה את המסך הבא:



כמו כן לאפליקציה יש אייקון שכזה:



חשוב לציין כי הוספתי Score ו High score למשחק, ככה שהשחקן יראה דבר נוסף:



טקסט זה יציין כמה השחקן אכל עוגות במשחק.



מטרת המשחק, הסבר שימוש ואיך לשחק, הסבר המשחק

על המשתמש להפעיל את המשחק, לבחור שלב ולהתחיל לשחק.

בזמן המשחק המשתמש יכול החליק את אצבעו ימינה,שמאלה,למטה או למעלה. בעקבות כך השחקן יזוז לפי הכיוון.

כמו כן על השחקן לאכול כמה שיותר עוגות. (הוא אוהב לאכול עוגות)

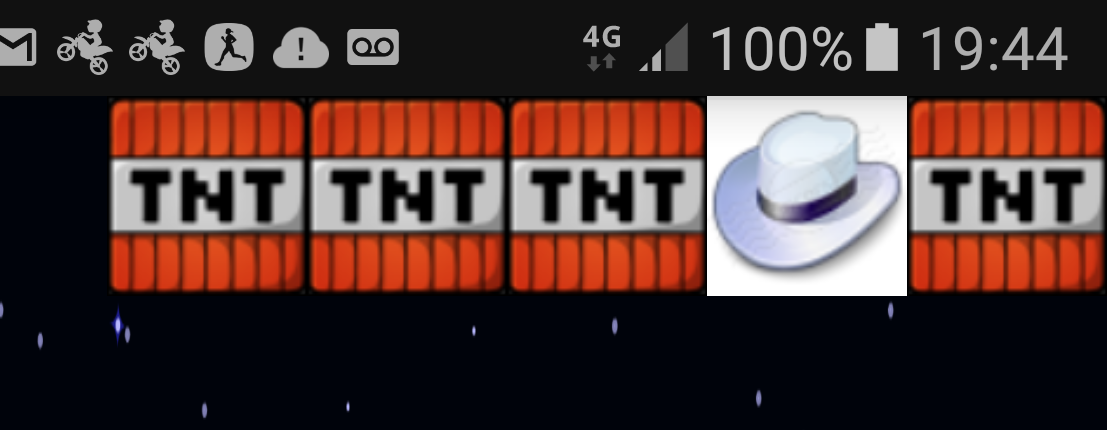
השחקן יפסיק לזוז אם פגע בקיר או בלבנה סטטי (לבנה שלא זזה ונחשבת לקיר).

על המשתמש לחשוב על אסטרטגיה כדי לאסוף את מירב העוגות לפני שיסתיים המשחק. המשחק מסתיים בתנאי אחד: אם השחקן מת. השחקן ימות אם החיים שלו הם מתחת ל 0. לאחר שהשחקן מת יופיע מסך GameOver וישמיע מוזיקה !

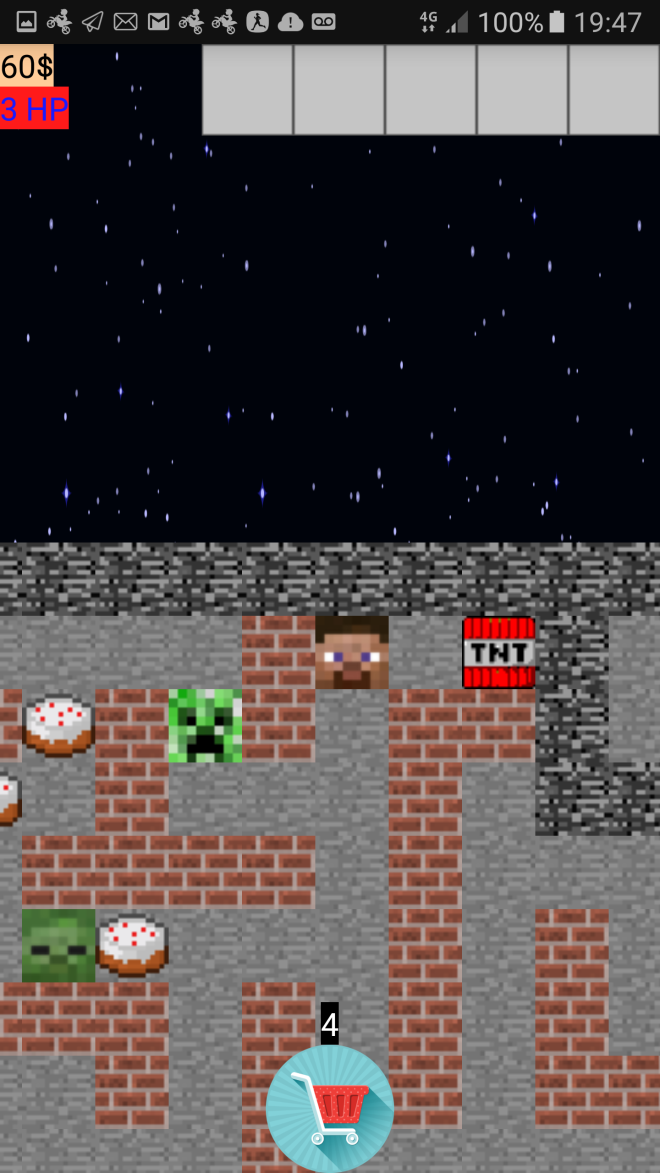
אירוע שני שהמשחק מסתיים הוא כאשר המשתמש יוצא מהמשחק. מספר העוגות שאכל עדיין נספרים.

כמו כן המשתמש יכול לקנות מהחנות הווירטואלית כובע (שלא עושה כלום, הוא רק כדי להראות לאנשים אחרים כמה בוס אתה) ויכול לקנות TNT. החפץ TNT או כובע יופיעו על המסך איפה שהתיבה של השחקן. המשתמש יכול ללחוץ על החפץ שמופיע על המסך.

דוגמה:



נניח והשחקן לחץ על חפץ TNT. TNT ישתגר על המפה:



לאחר כמה שניות ה TNT מתפוצץ, והוא הורס את ה Tiles ברדיוס 1 ממקור הפיצוץ:

כפי שניתן לראות ה TNT הרס את הבלוק Brick (האדום) אך לא את Brick wall (השחור). זה מכיוון השבלוק Brick wall הוא בלתי הריס, ולא יכול להשתנות במהלך המשחק. זה בלוק של "גבולות המפה".

השחקן יכול להיפגע על ידי ה TNT שלו. ה TNT מוריד פי 2 יותר חיים מאשר מפלצת.

חשוב לציין כי על כל קנייה בחנות, הכסף מהשחקן יורד, ככה שאם המשתמש ירצה לקנות, הוא יהיה חייב לאסוף עוגות!

חשוב לציין כי המשתמש יכול לשים אך ורק TNT אחד על כל המפה. לאחר שה TNT מתפוצץ המשתמש יכול לשים TNT נוסף. דבר זה נועד לתת יותר קושי למשחק!

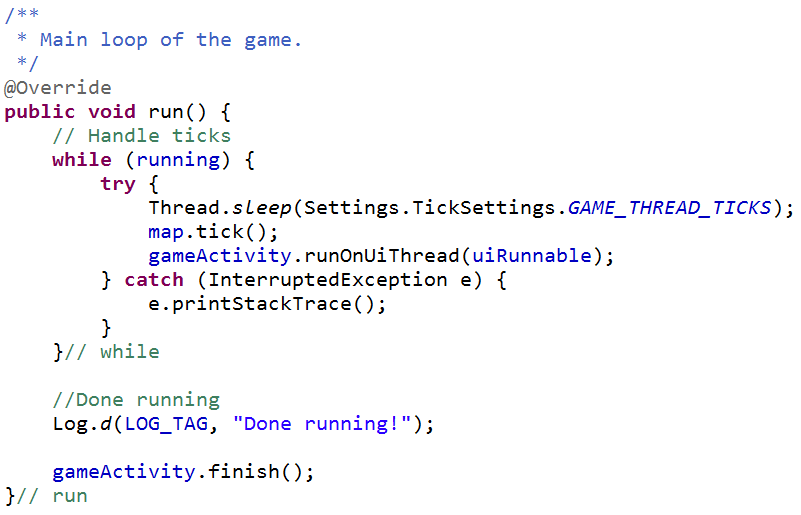


תיאור ה Runnable\Threads

במשחק יש 1 Runnable. זו המחלקה של Game :

C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות\Untitled.png

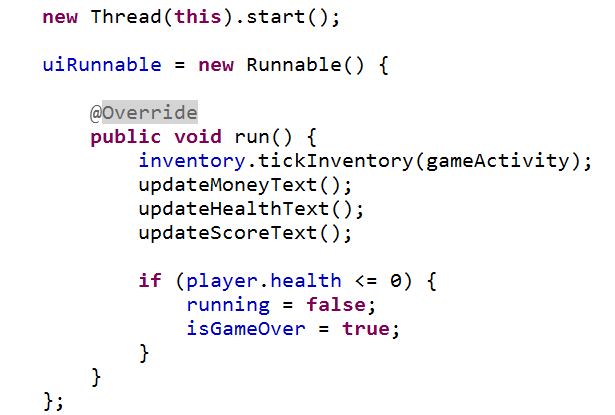
זו המחלקה המרכזית של המשחק, והיא רצה כל X מילישניות ומעדכנת את המשחק. בתוך הקלאס הזה יש Runnable נוסף שמטפל ב GUI, אך הוא לא המרכזי במשחק.



כפי שניתן לראות כל GAME\_THREAD\_TICKS המשחק עושה עדכון אחד. שימוש ב Thread.sleep מאפשר ל Thread לחכות עד לעדכון הבא. map.tick() נותן רשות למפה לעדכון. (הסבר מפורט יותר בהמשך). לאחר עדכון המשחק, ה Runnable קורא לעדכון אחר:

runOnUiThread מאפשר לעדכון הזה להיות תלוי-חופשי ב Thread הראשי. עדכון זה לא חשוב כל כך ולכן הוא בתחתית ה priority ולכן מומלץ להשאיר אותו לטיפול של UI Thread ולא ה Thread הראשי, מכיוון שכל עדכון יכול להרוס את החוויה של המשחק.

ה uiRunnable מבצע את הפקודות הפשוטות הבאות:



המשחק מאתחל את ה Runnable Thread של הקלאס Game . לאחר מכן אנו מגדירים Runnable חדש שיטפל ב UI ו-HUD כלומר הטקסטים שמופיעים מעל המשחק עצמו, כמו חיים של השחקן וכסף.



שמירה של נתונים במשחק

במשחק יש רק דבר 1 שהמשחק שומר, וזה ה High score של השחקן, כלומר כמה השחקן אכל עוגות, מספר מקסימלי.

אנו בקלות יכולים להשתמש ב SharedPreferences בשביל זה.

ה SharedPrefrences משמש לגישה לשמירה של נתונים. בפעם הראשונה שהמשחק נוצר, התוכנה תופסת מקום בזיכרון לנתונים שניתן להשתמש בהם בעתיד. כמו כן אנו ניגשים רק לנתון אחד, והוא מספר.

המספר מייצג את מספר העוגות המקסימלי שהשחקן אכל, מתחילת חייו של האפליקציה.

(נתון זה מאד מדאיג את הדיאטה של השחקן!)

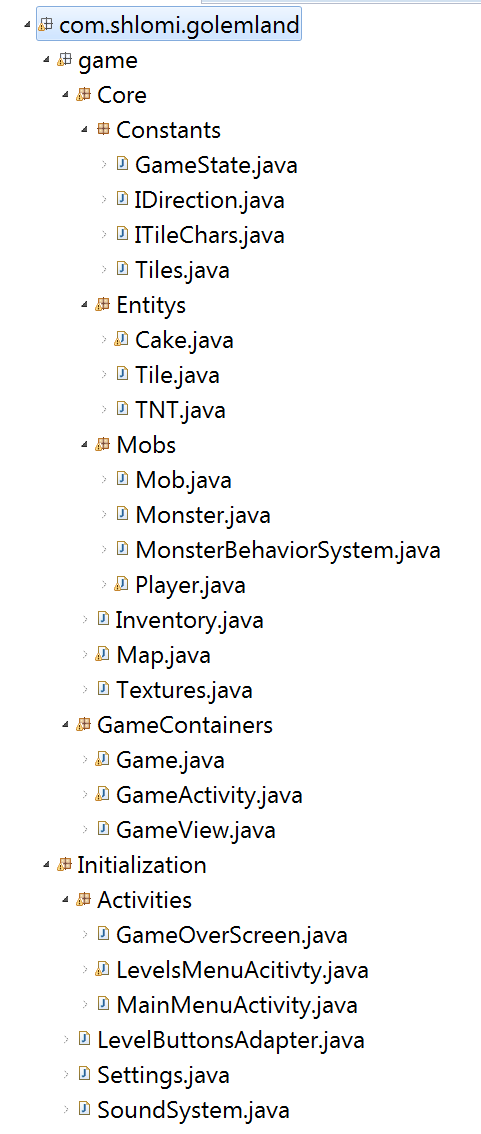
כמו כן יש נתונים שהם לאו דווקא נשמרים בזיכרון לשימוש בעתיד. חלק מהם:

* כסף השחקן.
* חיים של השחקן.
* כמות העוגות שהשחקן אכל.

לאחר סיום המשחק \ יציאה מהמשחק הנתונים האלה "נזרקים" והם מתאפסים רק בתחילת משחק חדש.

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Packages, Classes, Interfaces, Enums



טבלת Packages

|  |  |  |
| --- | --- | --- |
| **שם ה Package** | **Subpackage של -** | **הסבר קצר** |
| Initialization | אבא | חבילה זו מכילה את כל הקלאסים ואינטרפסים שצריך בשביל האפליקציה ואיתחול שלה. |
| Activities | Initialization | חבילה זו מכילה את כל ה Activities של האפליקציה. |
| **שם ה Package** | **Subpackage של -** | **הסבר קצר** |
| game | אבא | חבילה הזו מכילה את כל הקלאסים ואינטרפיסים שצריך בשביל המשחק עצמו. |
| GameContainers | game | חבילה זו מכילה את כל ה Containers של המשחק. למשל GameActivity הוא Container של כלל המשחק. (מכיל בתוכו את המשחק) |
| Core | game | חבילה זו מכילה את כל הקלאסים, אינטרפסים שצריך בשביל לקיים את המשחק הבסיסי. חבילה זו היא "הלב" של האפליקציה. |
| Constants | Core | חבילה זו מכילה אינטרפסים ו-Enums , שהם כולם Final או Static והם מכילים ערכים בלתי-משתנים אשר נותנים למשחק לגטימציה להתקיים. |
| Entitys | Core | חבילה זו מכילה ישויות של המשחק, למשל: Cake הוא ישות של Tile. כל הישויות הם נמצאים על המפה. |
| Mobs | Core | חבילה זו מכילה את כל ה Killers (שחקנים שזזים על המפה) ומגדירה אותם. |

טבלת מחלקות וממשקים

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **בתוך Package -** | | **שם המחלקה** | **הסבר קצר** | | |
| **יורש מ-** | **מטרה** | **הערות** |
| Activities | | MainMenuActivity | Activity | Activity של מסך הפתיחה. |  |
| LevelsMenuAcitivty | Activity | Activity של בחירת מפות. |  |
| GameOverScreen | Activity | Activity של מסך סיום המשחק. |  |
| Initialization | | Settings |  | לתת variables גלובלים למשחק, ובכך אפשר לשלוט על המשחק על ידי שינוי המאפיינים. | Interface |
| LevelButtonsAdapter | BaseAdapter | במסך בחירת מפות יש לתת לכל כפתור ID, לתת לכל אחד עיצוב, טקסט וכדומה. |  |
| SoundSystem | SoundPool | נותן גישה לסאונדים במשחק. גלובלי. | צריך לאתחל את המחלקה הזו לפני שאפשר להשתמש בו. |
| GameContainers | | GameActivity | Activity | Activity של המשחק עצמו. |  |
| GameView | View | ה-View של GameActivity מצייר את המשחק. |  |
| Game |  | זה קלאס הראשי שבו יש לולאה של המשחק ובו מעדכנים ומציירים את המשחק. |  |
| Core | | Inventory |  | מכיל את התיבה של השחקן ועושה פעולות אם המשתמש לחץ על חפץ. שולח ל GameActivity במתודה onClickSlot ושם המשחק עושה דברים לפי לחיצה על חפץ. |  |
| Map |  | מכיל את כל המפה - Tiles, Cakes, Monsters, Player ועוד והוא מעדכן אותם בכל קריאה במתודה tick() | מחלקה מרכזית. |
| Textures |  | קלאס סטטי גלובלי שמחלקות אחרות יכולות לגשת ולקחת את כל הטקסטורות במשחק. |  |
| Constants | Interface | GameState |  | נותן לנו אינדיקציה אם המשחק הסתיים או המשחק יצא. |  |
| IDirection |  | נותן לנו 5 Memebers שמכילים כיוון. (ימינה, שמאלה, למטה, למעלה, ללא כיוון) |  |
| ITileChars |  | מכיל את כל ה chars של המשחק, כלומר מה שמוזן בעורך המפות המשחק ינסה להשוואת את התווים לתווים שבמחלקה הזו. |  |
| Enum | Tiles |  | enum של Tiles שלכל אחד יש תו (אשר נלקח מן המחלקה ITileChars) ויש לו טקסטורה וסוג. |  |
| Entitys | | Tile |  | אחד המחלקות החשובות והבסיסיות שבמשחק. מכיל טקסטורה, קורדינאנטות וסוג. | מחלקה מרכזית. |
| Cake | Tile | לעוגות יש טיימר שלאחר שנאכלו ייקח להם X זמן עד שישתגרו חזרה. יורש מ Tile . |  |
| TNT | Tile | לדינאמית יש טיימר שלאחר שהמשתמש שם אותו עם המפה הוא מתפוצץ והורס Tiles מסויימים ברדיוס 1 מן הפיצוץ. |  |
| Mobs | | Mob | Tile | זו מחלקה של לבנות זזות כלומר Moveable tiles ולכן צריך מערכת שלמה של לזוז בשביל זה. שימו לב - זהו קלאס אבסטראקט ואי-אפשר לאתחל אותו ללא refrence למחלקה שיורשת ממחלקה זו. | מחלקה מרכזית של Moveable entity. |
| Monster | MonsterBehaviorSystem | מחלקה שיורשת מ Mob והיא מייצגת מפלצת על המפה. |  |
| MonsterBehaviorSystem | Mob | מחלקה שנותנת למפלצות "אינטיליגנציה מלאכותית" המפלצות יפסיקו לזוז רנדומלי, והם ילכו בדרך אחת ולא יחזרו אחורה אם אין צומת. הסבר מפורט יותר כנסו ל doc. | מחלקה abstract שנותנת למשחק קצת כיף |
| Player | Mob | מחלקה רגילה שיורשת מ Mob ויכולה לזוז. כמו כן לשחקן יש עוד כמה תכונות. | השחקן שלנו! |

בסך הכל נמצאו 23 מחלקות וממשקים.



הלוגיקה של המשחק

איך המשחק פועל, מתפקד

במשחק יש עדכון כל X מילישניות. המחלקה Game קוראת את העדכונים. המשחק מעדכן את:

* המפה
* ה User Interface כלומר Graphics User Interface .
* זיכרון במערכת. (שמירה של נתון High score)

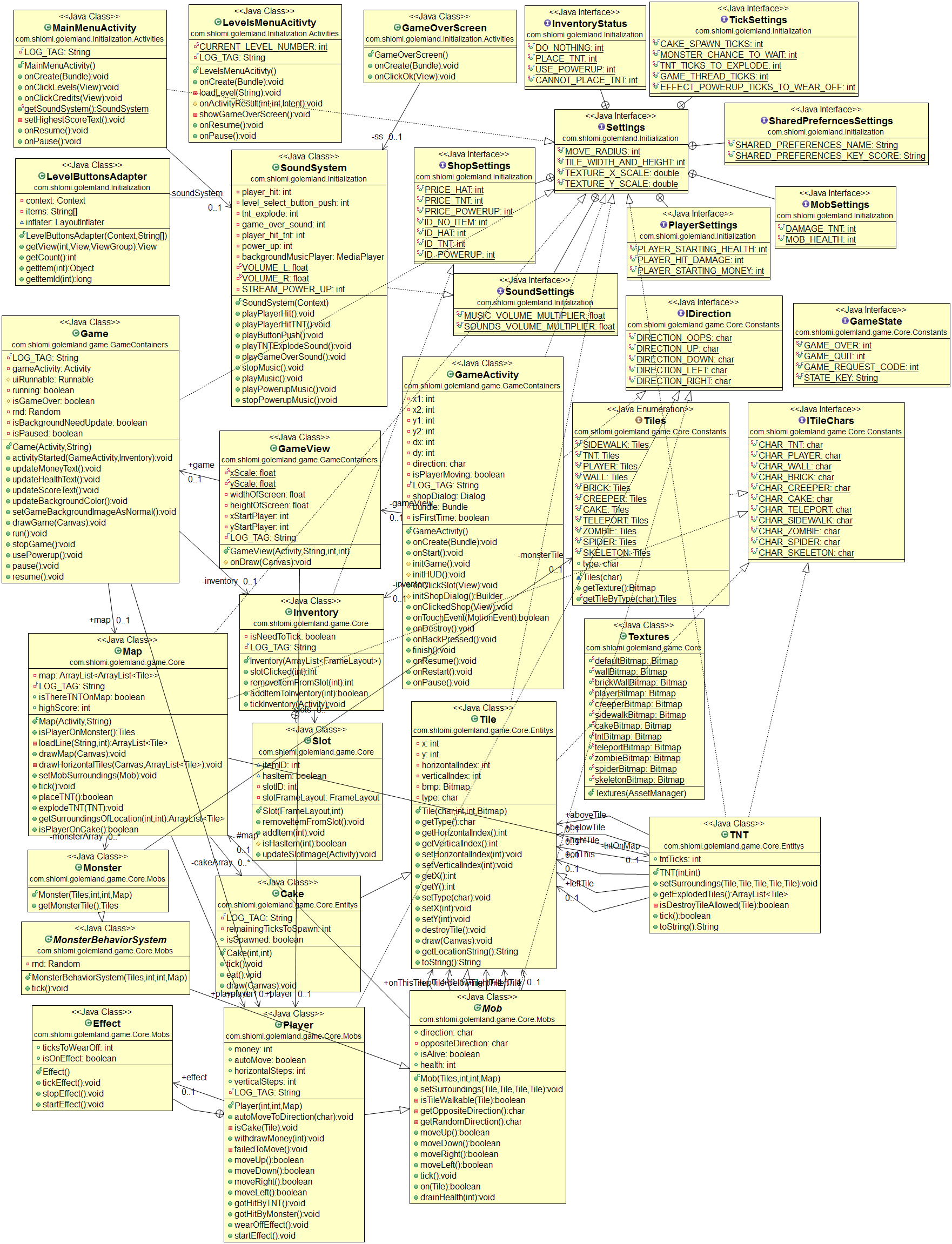
כמו כן כל עדכון שכזה מעדכן כמה וכמה דברים:

* כסף של השחקן.
* חיים של השחקן.
* כמות העוגות שהשחקן אכל.
* הזזה של Monsters (מפלצות).
* הזזה של השחקן (אם נדרש כך).
* עדכון Respawn של כל ה Cakes שעל המפה. (העוגות יכולות להשתגר לאחר שנאכלו בתוך זמן מוגדר באינטרפיס Settings.TickSettings ).
* עדכון Inventory (התיבה האישית של המשתמש).
* עדכון ה TNT שעל המפה. לאחר מספר מסויים של Ticks (עדכונים) , אם המספר של ה TNT עד להתפוצצות שווה או קטן ל 0, אז ה TNT מתפוצץ!
* כמו כן נתון חשוב הוא שלכל Moveable Entity כלומר כל מה שזז יש לו Surroundings כלומר אזורים שמגדירים את הסביבה שלו: בלוק מעל, בלוק מתחת, בלוק שמאלי ובלוק ימני נותנים למפלצות ושחקן "אינטיליגנציה מלאכותית".

מאד חשבון לציין כי המשחק בנוי כך:

כל ה Static Tiles (כל הלבנות שלא זזים) הם כאילו ב "First Layer" כלומר הם הכי מתחת למה שרואים. לאחר מכן כל ה Cakes, Monsters, Player, TNT הם ב "Second Layer" כלומר הם מעל ה Layer הראשון ורואים אותם מעל ה First Layer.

למה? בגלל שהמשחק צריך לעדכן דברים . כל ה Static Tiles הם בלתי-עדכנים ואי אפשר לעדכן אותם, לכן צריך להפריד בינם לבין דברים שהם מתעדכנים במהלך המשחק. דבר זה יוצר פשטות בתכנות ומאיץ מעט את המשחק.





C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות\cooltext186515103076690.png

הקוד \ הקוד של הפרוייקט

C:\Users\Shlomi\Desktop\שלומי דומננקו תיק פרוייקט אנדרויד\תמונות תיק פרוייקט\cooltext186515103076690.png



תהליך בדיקת התוכנה, מכונות עליהם עובד האפליקציה

*בראש ובראשונה בדקתי את המשחק על הטלפון שלי:* Galaxy S6. זו המכונה העיקרית שבדקתי.

כמו כן לצרי לא היו לי במשפחה סמארטפונים\טאבלטים חוץ מפלאפון מודל Galaxy של Samsung.

בכדי להריץ את התוכנה על אמולטור במחשב השתמשתי ב IDEs הבאים:

* Android Studio 2.0 בשביל רוב האמולטורים שעל המחשב (כולל טאבלטים)
* Eclipse ADT בשביל להריץ את המשחק על הסמארטפונים הפיזיים, ואמולטור אחד: Nexus One

למה השתמשתי ב Android Studio 2.0 ? בגלל שהאמולטורים שם הם נועדו לתת מקסימום גמישות עם מסך והם יותר מהירים מאשר האמולטורים ב Eclipse . כמו כן התוכנה נוצרה על ידי Google האחד והיחיד והיא עושה רק דבר אחד, והיא עושה אותו במקצועיות.

תוצאות הרצה על מכשירים פיזיים (אמיתיים)

|  |  |  |  |
| --- | --- | --- | --- |
| שם המכונה \ מודל | נתוני המכשיר | הערות | תמונה \ הוכחה |
| Samsung Galaxy S6 | 6.0 Marshmallow רזולוציה:  1440x2560  פלאפון פיזי. | עובד. (רוב הבדיקות נעשו על ידי מכשיר זה.) | C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות(של תיק פרוייקט)\20160601_174802.jpg |
| Samsung Galaxy S5 | 5.0 Lollipop  רזולוציה:  1080x1990  פלאפון פיזי. | עובד. שימו לב הטקסט הוא טיפה יותר גדול בגלל ההגדרות במכשיר שהטקסט הוא על המקסימום גודל, ולא אשמת האפליקציה! (הטקסט באפליקציה תלוי באפשרויות המכשיר) | C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות(של תיק פרוייקט)\20160601_181302.jpg |
| Samsung Galaxy S7 Edge | 6.0.1 Marshmallow  רזולוציה:  1440x2560  פלאפון פיזי. | עובד. שימו לב ל "Edge" כלומר שימו לב לצדדים יש גלישה. זה בגלל המכשיר עצמו. (התעלמו מן היד שלי בצילום חח) | C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות(של תיק פרוייקט)\20160601_195007.jpg |

הרצה על אמולטורים (במחשב)

|  |  |  |  |
| --- | --- | --- | --- |
| שם המכונה \ מודל | גרסת אנדרויד | הערות | תמונה \ הוכחה |
| Emulator - Nexus One | 4.2 Froyo (Minimum)  רזולוציה:  480x800  פלאפון, אמולטור. | עובד. קצת איטי ממכשיר טלפון אך הרזולוציה והכיף הם אותו הדבר :) זה האמולטור הייחידי שהרצתי ב Eclipse ADT כל השאר הרצתי ב Android Studio 2.0. | C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות(של תיק פרוייקט)\Untitled4.png |
| Emulator - Nexus 6p | 4.4 Kitkat  רזולוציה:  1440x2560  פלאפון, אמולטור. | עובד. שימו לב שהחיים של השחקן הוא 0, צילמתי תמונת מסך בדיוק כשמתתי. | C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות(של תיק פרוייקט)\Untitled5.png |
| Emulator - Nexus 7(Tablet) | 5.0 Lollipop  רזולוציה:  1200x1920  טאבלט, אמולטור. | עובד. שימו לב, זה טאבלט ולא טלפון! העמדתי את הטלפון על Portrait ולא Landscape! שימו לב: זו מפה מספר 1. (הבלוקים המוזרים הם אכן אמורים להיות שם.) | C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות(של תיק פרוייקט)\Untitled6.png |
| Emulator - Nexus 10(Tablet) | 6.0 Marshmallow  רזולוציה:  2560x1600  טאבלט, אמולטור. | עובד. שימו לב - שיניתי שהמשחק יכול לרוץ על Landscape Oriontation ! (שימו לב-אפשרות של Landscape היא הייתה רק לבדיקה, אך יש כמה בעיות תכנותיות בגלל שינוי ה orientation ולכן אני לא תומך \ לא תיכננתי לתמוך ב Landscape) | C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות(של תיק פרוייקט)\Untitled7.png |
| Emulator - 10.1" WXGA(Tablet) | Kitkat4.4  רזולוציה:  800x1280  טאבלט, אמולטור. | עובד. נמצא על Landscape . לפי מה שנראה, הרזולוציה של המשחק קצת שונה. זה בגלל שהמפה קצת יותר קטנה ויש קצת יותר Aspect Ratio שמשפיעים על רזולוציה של המסך. (שימו לב-אפשרות של Landscape היא הייתה רק לבדיקה, אך יש כמה בעיות תכנותיות בגלל שינוי ה orientation ולכן אני לא תומך \ לא תיכננתי לתמוך ב Landscape) | C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות(של תיק פרוייקט)\Untitled8.png |

**אפשר כמובן להמשיך את הרשימה, אך אני חושב שהבאתי מספיק דוגמאות!**

סיכום תוצאות הרצה

* הרצתי על 3 סמארטפונים פיזיים. מסקנה: עובד.
* הרצתי על 2 סמארטפונים אמולטור. מסקנה: עובד.
* הרצתי על 3 טאבלטים אמולטור. מסקנה: עובד.
* לא נתקלתי באמולטור שהתוכנה לא עובדת.
* הרצתי על טלפון פיזי של חבר מהכיתה, לא זוכר מה המכשיר, אך המשחק עובד!
* מסקנה מתבקשת: התוכנה עובדת על מגוון רחב של מכשירים, עם רזולוציות שונות ו Aspect Ratio שונים, כמו כן התוכנה עובדת על כל גרסה של Android.
* המקרה הייחידי שהתוכנה לא תעבוד, היא על טלפון עם גרסה של אנדרויד קטנה מ - Android 4.0 Froyo. סיבה: זו הגרסה המינימלית אשר אושרה ב Android Manifest ואי אפשר לערער על כך. כמו כן, לפי נתונים סטטיסטיים, כ-100% ממשתמשי Android יש להם גרסה 4.0 ומעלה ולכן התוכנה הזו תעבוד בקירוב ל 100% מהאנשים עם טלפון אנדרויד.

C:\Users\Shlomi\Desktop\שלומי דומננקו תיק פרוייקט אנדרויד\תמונות(של תיק פרוייקט)\cooltext186565597217760.png

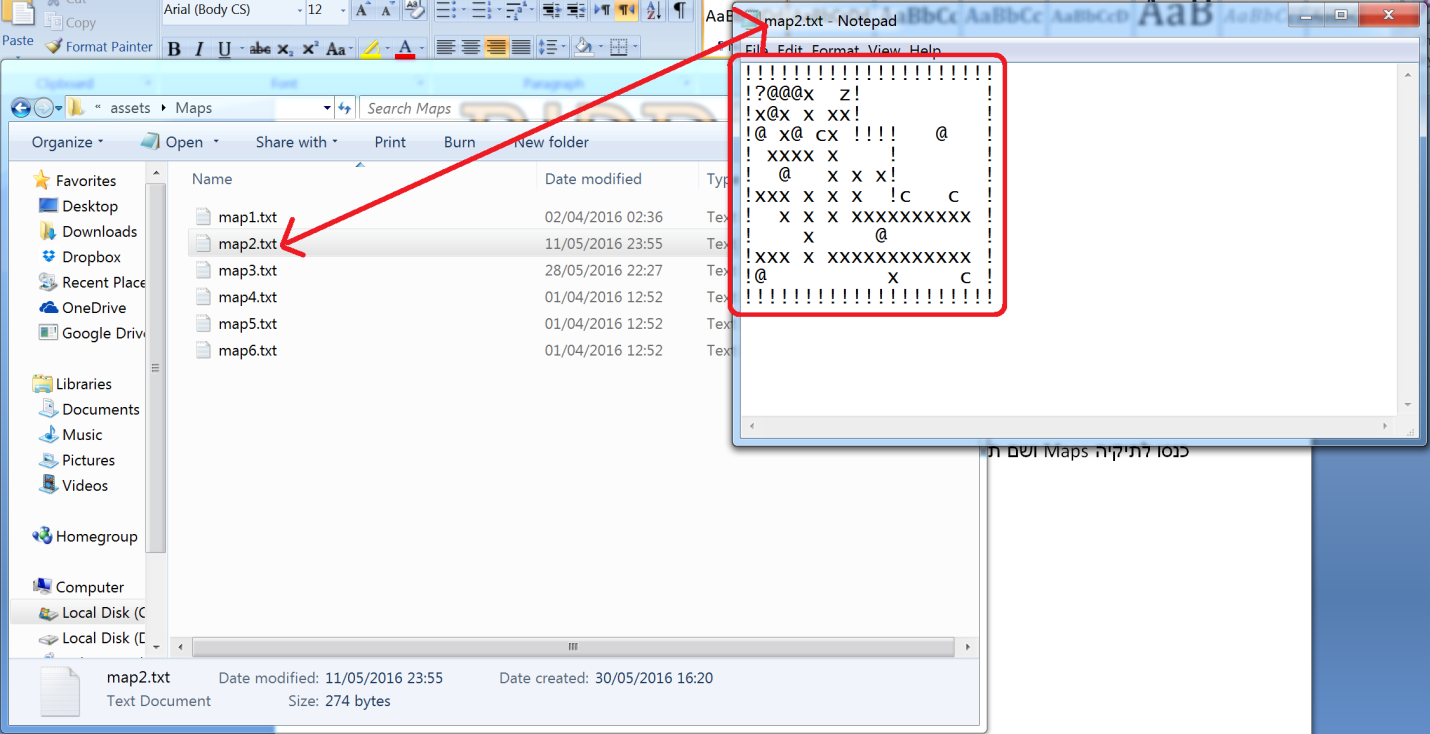
תכונות נוספות של האפליקציה \ דברים חשובים שלא הוספתי

אפשרות לעשות Edit למפות

ניתן לערוך את המפות באופן ידני, ללא תוכנה עזר או IDE, אפשר לערוך מסמך טקסט אשר מגדיר מפה.

בתוך הפרוייקט יש תיקיה בשם assets ובתוכה תיקיות Textures ותיקיות Maps .

כנסו לתיקיה Maps ושם תוכלו לערוך את המפה.



הריבוע באדום מסמל את קובץ הטקסט שהמפה מכילה.

שימו לב! - כל תו בקובץ הזה מסמל לבנה \ בלוק \ Tiles אשר יוצג במפה. לכן אם תלחצו בטעות רווח ותוסיפו רווח לטקסט אז ה Sidewalk יופיע במקום הזה. (כמובן זו לא טעות של המשחק אלה טעות של עורך המפות).

כמו כן אם האפליקציה לא מזהה תו מסויים בזיכרון אשר מסמל Tiles היא מחליפה אותו בטקסטורה של defaultTile בצבע שחור ואדום. לבנה זו נראת כך: C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\defaultTile.png .

רשימה מלא של הלבנים במשחק

שימו לב - השם Tiles הוא נקראה בעברית לבנה. ניתן לקרוא לו גם "בלוק". שימו לב- כל הטקסטורות חייבות להיות 32x32.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| קטגוריה | שם מקצועי | הערות | תו מייצג | שם ב ITilesChars | טקסטורה |
| Static - סטטי (לבנה שלא זזה) | Brick wall | קיר שעוצר שחקן. ניתן להרוס אותו על ידי שימוש ב TNT. | 'x' | CHAR\_BRICK | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\brickWall.png |
| Wall | קיר שעוצר שחקן. לא ניתן להרוס אותו והוא נחשב לגבולות המפה. | '!' | CHAR\_WALL | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\wall.png |
| Sidewalk | לבנה שכל הישיות יכולות לעמוד עליהם. | ' ' (רווח) | CHAR\_SIDEWALK | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\sidewalk.png |
| Objective / Cake | לבנה שמייצגת עוגה. שימו לב מאחורי העוגה יש טקסטורה דומה לזו של Sidewalk זה בכוונה בכדי להראות בכאילו הוא נמצא מעל Sidewalk. | '@' | CHAR\_CAKE | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\objective.png |
| Default tile | לבנה שמייצגת תו לא מוכר בזיכרון. | כל תו אחר | ----------------- | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\defaultTile.png |
| Teleport | לבנה שמייצגת מקום שיגור. שימו לב-הרעיון הזה ננטש ואינו עושה כלום. | '\*' | CHAR\_TELEPORT | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\teleport.png |
| TNT | לבנה שמייצגת TNT שעל המפה. משתמש גם לייצוג חפץ ב Inventory . | 't' | CHAR\_TNT | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\tnt.png |
| Mob - ישות (לבנה שזזה) | Creeper | לבנה שמייצגת את Creeper. | 'c' | CHAR\_CREEPER | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\creeper.png |
| Spider | לבנה שמייצגת את Spider. | 's' | CHAR\_SPIDER | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\spider.png |
| Zombie | לבנה שמייצגת את Zombie. | 'z' | CHAR\_ZOMBIE | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\zombie.png |
| Skeleton | לבנה שמייצגת את Skeleton. | 'y' | CHAR\_SKELETON | *C:\Users\Shlomi\Desktop\שלומי דומננקו תיק פרוייקט אנדרויד\תמונות(של תיק פרוייקט)\Textures\skeleton.png* |
| מיוחד | Player | לבנה שמייצגת שחקן. השחקן נשלט על ידי המשתמש. השחקן זז לפי החלקה של אצבע על המסך. שחקן אוסף נקודות, יש לו חיים, וכדומה. | '?' | CHAR\_PLAYER | C:\Users\Shlomi\Desktop\Android Leonid\Workspace 3\Golemland_v0.8.4\assets\Textures\player.png |

רשימה של אייקונים (שלא הוזכרו)

|  |  |  |
| --- | --- | --- |
| שם מקצועי | הערות | טקסטורה |
| Powerup icon | משמש כ Powerup לשחקן. כאשר השחקן משתמש בזה, השחקן מרגיש טוב, והוא אינו פגיע למשך זמן מסויים. כמו כן ה Background של המשחק הוא נהיה כמו דיסקו. | C:\Users\Shlomi\Desktop\שלומי דומננקו תיק פרוייקט אנדרויד\הקוד\Golemland_v0.8.5\res\drawable-xxhdpi\power_up.png |
| Hat icon | אין לו שימוש. סתם כובע. שימש כ Debug/Test item ולכן אין לו מה לעשות במשחק, כרגע. | C:\Users\Shlomi\Desktop\שלומי דומננקו תיק פרוייקט אנדרויד\הקוד\Golemland_v0.8.5\res\drawable-xxhdpi\item_hat.png |
| Shop icon | אייקון של החנות הוירטואלית. | C:\Users\Shlomi\Desktop\שלומי דומננקו תיק פרוייקט אנדרויד\הקוד\Golemland_v0.8.5\res\drawable-xxhdpi\ui_cart.png |
| Slot icon | אייקון של Slot של Inventory . | C:\Users\Shlomi\Desktop\שלומי דומננקו תיק פרוייקט אנדרויד\הקוד\Golemland_v0.8.5\res\drawable-xxhdpi\ui_slot.png |
| App icon | משמש כאייקון של האפליקציה. | C:\Users\Shlomi\Desktop\שלומי דומננקו תיק פרוייקט אנדרויד\הקוד\Golemland_v0.8.5\res\raw\app_icon.png |

רשימת מערכות נוספות

* מערכת Inventory של שחקן.
* מערכת תזוזה של Monster שיזוז רנדומלי אם יש צומת, אם אין צומת אז המפלצת תמשיך לזוז ולא תחזור חזרה. אם היא עוצרת ואין צומת אז היא תחזור חזרה. בקיצור מערכת שנותנת יותר אינטיליגנציה של AI .
* הוספתי למשחק Effect לשחקן, כל פעם שהוא נמצא על Powerup effect אז הוא בלתי פגיע וה Background הופך להיות כמו דיסקו. (זה ה Update האחרון 05.06.2016)
* מערכת חיים, כסף ותזוז לשחקן.
* כמו כן אפשר לערוך את הטקסטורות של כל המשחק אם רוצים. מחליפים את הטקסטורות היישנות בחדשות ברזולוציה 32x32 ונותנים שמות זהים לאלו שהיו מקודם, וזהו המשחק לוקח את הטקסטורות החדשות ומציג אותם על המסך.
* מערכת "סיום משחק" אם השחקן מפסיד יופיע מסך של Game Over . אם השחקן יוצא מהמשחק לפני שניפסל (אם הוא לוחץ על Back button או Home button ) אז המשחק יעשה Pause והוא לא ישחק עד שהאפליקציה תיכנס לפוקוס. (כמו כן הסאונד של המשחק יפסיקו לנגן אם אין פוקוס של האפליקציה , חשוב לציין רק אם האפליקציה נמצאת המסך המשחק אז זה יעבוד.)



מקורות אשר נעשו בהם שימוש במהלך בניית תיק פרוייקט\הפרוייקט

* Google
* Youtube
* Oracle Java Documentation
* Android Documentation
* Microsoft Word 2007
* Android Studio v2.0
* Eclipse w/ ADT
* Java JDK
* Android SDK
* Google Images
* תמונות של ה Tiles נלקחו מהמשחק Minecraft (ערכתי אותם שיתאימו ל 32x32 רזולוציה)
* כותרות נלקחו מהאתר Cooltext.com
* Wikipedia

C:\Users\Shlomi\Desktop\תיק פרוייקט אנדרויד\תמונות\cooltext186168426395160.png

החוויה שהייתה לי בתהליך בניית הפרוייקט ותיק עבודה

אני מאד נהנתי. קודם כל למדתי המון דברים חדשים. למדתי ללמוד לבד! שזה יכולת מאד חשובה בהמשך הקריירה של הייטק.

כמו כן למדתי ללמוד מיוטיוב, API Documentation ולמדתי איך לכתוב Javadoc נכונה.

בעקבות כך הכישורים האלה עזרו לי לתכנת מהר יותר ככל שהסוף השנה התקרב. תכנות ייעיל גרם לי לבנות ארכיטקטורה של תוכנה אשר מתאימה לכל סוגי המכשירים.

רשימה של דברים שלמדתי \ הערות \ דברים נוספים:

* למדתי לכתוב Javadoc מה שנותן למתכנת יכולת להבין קוד בפחות זמן.
* למדתי לתת שמות נכונים ל Members במחלקות.
* למדתי להשתמש נכונה ב Static members נכונה.
* למדתי לארגן את כל החבילות לפי שמות מתאימים ו Sub-packages מתאימים.
* למדתי לקרוא API Documentation ולכתוב אחד כזה. למשל: Java, Android .
* נעזרתי באינטרנט ולמדתי להשתמש ב API חדשים, לדוגמה SoundPool.
* למדתי ללמוד ולעזור לחברי מהכיתה :)
* למדתי להשתמש בתגובות ולרשום איפהשצריך, ולמחוק "הודעות זבל" שלא באמת עוזרים להבין מה הקוד עושה.
* אני גם למדתי לבנות תוכנה עם ארכיטקטורה נכונה על דף, שזה מאיץ את העבודה.
* למדתי להשתמש ב Word הרבה יותר טוב : )

כמו כן אני מאמין שמתכנת טוב לא תמיד זה שיושב מול המחשב וכותב טקסט. אני מאמין שמתכנת טוב הוא מתכנת שכותב בצורה פואטית, קוד שאם אני מראה אותו לאנשים אחרים אז הם יבינו תוך שנייה. זה נקראה מתכנת טוב! כמו כן חשוב לתת שמות רלוונטים למשתנים ומערכות שונות. חשוב לשים Javadoc ולרשום תגובות וככה מתכנתים אחרים יכולים להבין את הקוד יותר טוב, וזה מאפשר לנו לנוע מהר.

C:\Users\Shlomi\Desktop\שלומי דומננקו תיק פרוייקט אנדרויד\תמונות תיק פרוייקט\cooltext186515103076690.png

כל הקודים

1: GameState

**package** com.shlomi.golemland.game.Core.Constants;

/\*\*

\* Game state interface indicates the state of the game. Game quit, or game over.

\* **@author** Shlomi

\*

\*/

**public** **abstract** **interface** GameState {

/\*\*

\* ID

\*/

**public** **final** **int** *GAME\_OVER* = 10;

/\*\*

\* ID

\*/

**public** **final** **int** *GAME\_QUIT* = 11;

/\*\*

\* This value MUST NOT BE -1 or 0 or 1.

\*/

**public** **final** **int** *GAME\_REQUEST\_CODE* = 12;

/\*\*

\* Key of the value of highest cakes eaten

\*/

**public** **final** String *STATE\_KEY* = "GameState";

}

2: IDirection

**package** com.shlomi.golemland.game.Core.Constants;

/\*\*

\* Direction interface with chars the represents the direction.

\* **@author** Shlomi

\*

\*/

**public** **interface** IDirection {

/\*\*

\* Oops! (No direction)

\*/

**public** **final** **char** *DIRECTION\_OOPS* = 'o';

/\*\*

\* UP

\*/

**public** **final** **char** *DIRECTION\_UP* = 'u';

/\*\*

\* DOWN

\*/

**public** **final** **char** *DIRECTION\_DOWN* = 'd';

/\*\*

\* LEFT

\*/

**public** **final** **char** *DIRECTION\_LEFT* = 'l';

/\*\*

\* RIGHT

\*/

**public** **final** **char** *DIRECTION\_RIGHT* = 'r';

}

3: ITileChars

**package** com.shlomi.golemland.game.Core.Constants;

/\*\*

\* This is core of tiles. It contains char parameters that represent a tile type. <br>

\* When editing map text, then the user should take the chars from here.

\* **@author** Shlomi

\*

\*/

**public** **abstract** **interface** ITileChars {

/\*\*

\* 't'

\*/

**public** **final** **char** *CHAR\_TNT* = 't';

/\*\*

\* '?'

\*/

**public** **final** **char** *CHAR\_PLAYER* = '?';

/\*\*

\* '!'

\*/

**public** **final** **char** *CHAR\_WALL* = '!';

/\*\*

\* 'x'

\*/

**public** **final** **char** *CHAR\_BRICK* = 'x';

/\*\*

\* 'c'

\*/

**public** **final** **char** *CHAR\_CREEPER* = 'c';

/\*\*

\* '@'

\*/

**public** **final** **char** *CHAR\_CAKE* = '@';

/\*\*

\* '\*'

\*/

**public** **final** **char** *CHAR\_TELEPORT* = '\*';

/\*\*

\* ' '

\*/

**public** **final** **char** *CHAR\_SIDEWALK* = ' ';

/\*\*

\* 'z'

\*/

**public** **final** **char** *CHAR\_ZOMBIE* = 'z';

/\*\*

\* 's'

\*/

**public** **final** **char** *CHAR\_SPIDER* = 's';

/\*\*

\* 'y'

\*/

**public** **final** **char** *CHAR\_SKELETON* = 'y';

}// interface

4: Tiles

package com.shlomi.golemland.game.Core.Constants;

import com.shlomi.golemland.game.Core.Textures;

import android.graphics.Bitmap;

/\*\*

\* Tiles is enum that contains ALL available tiles , entities and monsters, each with char of their own..<br>

\* Important !

\* @author Shlomi

\*

\*/

public enum Tiles implements ITileChars {

SIDEWALK(CHAR\_SIDEWALK),

TNT(CHAR\_TNT),

PLAYER(CHAR\_PLAYER),

WALL(CHAR\_WALL),

BRICK(CHAR\_BRICK),

CREEPER(CHAR\_CREEPER),

CAKE(CHAR\_CAKE),

TELEPORT(CHAR\_TELEPORT),

ZOMBIE(CHAR\_ZOMBIE),

SPIDER(CHAR\_SPIDER),

SKELETON(CHAR\_SKELETON);

public char type;

Tiles(char ch) {

type = ch;

}

/\*\*

\*

\* @return Bitmap (texture) of this enum (Tiles)

\*/

public Bitmap getTexture() {

//return getTileByType(type).getTexture();

switch (type) {

case CHAR\_BRICK:

return Textures.brickWallBitmap;

case CHAR\_CAKE:

return Textures.cakeBitmap;

case CHAR\_CREEPER:

return Textures.creeperBitmap;

case CHAR\_PLAYER:

return Textures.playerBitmap;

case CHAR\_SIDEWALK:

return Textures.sidewalkBitmap;

case CHAR\_TELEPORT:

return Textures.teleportBitmap;

case CHAR\_TNT:

return Textures.tntBitmap;

case CHAR\_WALL:

return Textures.wallBitmap;

case CHAR\_ZOMBIE:

return Textures.zombieBitmap;

case CHAR\_SPIDER:

return Textures.spiderBitmap;

case CHAR\_SKELETON:

return Textures.skeletonBitmap;

}

return Textures.defaultBitmap;

}

/\*\*

\*

\* @param c Char of tile

\* @return Tiles enum, that has this 'c' char as their type.

\*/

public static Tiles getTileByType(char c) {

for (Tiles t : values())

if (c == t.type)

return t;

return null;

}

}

5: Cake

package com.shlomi.golemland.game.Core.Entitys;

import android.graphics.Canvas;

import android.util.Log;

import com.shlomi.golemland.game.Core.Textures;

import com.shlomi.golemland.game.Core.Constants.Tiles;

/\*\*

\* Cake is entity on map, that the player can pickup and earn money. The cake is

\* automatically and randomly generated based on location in the map (Text map)

\*/

public class Cake extends Tile {

private final String LOG\_TAG = Cake.class.getSimpleName();

/\*\*

\* Ticks ramaining untill this cake will spawn

\*/

private int remainingTicksToSpawn;

/\*\*

\* True of this cake is on screen. Else, false;

\*/

public boolean isSpawned;

public Cake(int horizontalIndex, int verticalIndex) {

super(Tiles.CAKE.type, horizontalIndex, verticalIndex, Textures.cakeBitmap);

remainingTicksToSpawn = TickSettings.CAKE\_SPAWN\_TICKS;

isSpawned = true;

}

/\*\*

\* Tick cake will decrease the ticks requiered for a cake to respawn.

\*/

public void tick() {

Log.d(LOG\_TAG,"Cake tick!");

if(isSpawned == false) {

//Cake is not spawned

//Check if can spawn it this tick

if(remainingTicksToSpawn == 0) {

isSpawned = true;

remainingTicksToSpawn = TickSettings.CAKE\_SPAWN\_TICKS;

Log.d(LOG\_TAG,"Cake ticks to respawn: " + remainingTicksToSpawn);

}

//Cake will not spawn this turn, and the cake is not spawned, decrease the ticks for spawn!

else

remainingTicksToSpawn --;

}

}

/\*\*

\* Called when player eat this cake.

\* This method will change the textrue of the cake, and it wont count as 'there is cake on this tile'

\*/

public void eat() {

this.isSpawned = false;

}

/\*\*

\* Draw cake

\*/

@Override

public void draw(Canvas canvas) {

if(isSpawned)

super.draw(canvas);

//Else , do nothing! don't draw

}

}

6: Tile

package com.shlomi.golemland.game.Core.Entitys;

import com.shlomi.golemland.Initialization.Settings;

import com.shlomi.golemland.game.Core.Textures;

import com.shlomi.golemland.game.Core.Constants.ITileChars;

import android.graphics.Bitmap;

import android.graphics.Canvas;

/\*\*

\* Tile class is the core of the game. Every map has some tiles. Each tile has vertical and

\* horizontal indexes. It also has X,Y coordinates

\* @author Shlomi

\*

\*/

public class Tile implements ITileChars, Settings {

// X and Y of top-left corner, in pixels.

/\*\*

\* X and Y of top - left corner of tile.

\*/

private int x,y;

/\*\*

\* Horizontal index is on X axis

\*/

private int horizontalIndex;

/\*\*

\* Vertical index is on Y axis

\*/

private int verticalIndex;

/\*\*

\* The texture of the tile.

\*/

private Bitmap bmp;

/\*\*

\* The type of the tile.

\* @see Tiles enum.

\*/

private char type;

/\*\*

\* Create a new tile object.

\*

\* @param type

\* Type of object. (Get from ITileChars)

\* @param horizontalIndex

\* Horizontal index of the tile. (Minimum: 0)

\* @param verticalIndex

\* Vertical index of the tile. (Minimum: 0)

\* @param tileImage

\* Tile bitmap

\*/

public Tile(char type, int horizontalIndex, int verticalIndex, Bitmap tileImage) {

super();

this.x = horizontalIndex \* TILE\_WIDTH\_AND\_HEIGHT;

this.y = verticalIndex \* TILE\_WIDTH\_AND\_HEIGHT;

this.horizontalIndex = horizontalIndex;

this.verticalIndex = verticalIndex;

this.type = type;

bmp = tileImage;

}// Constructor

/\*\*

\* @return Type of tile.

\*/

public char getType() {

return type;

}// getType

/\*\*

\* @return Horizontal index of tile location.

\*/

public int getHorizontalIndex() {

return horizontalIndex;

}// getHorizontalIndex

/\*\*

\* @return Vertical index of tile location.

\*/

public int getVerticalIndex() {

return verticalIndex;

}// getVerticalIndex

/\*\*

\* Sets the horizontal index of tile.

\*/

public void setHorizontalIndex(int index) {

this.horizontalIndex = index;

}// setHorizontalIndex

/\*\*

\* Sets the horizontal index of tile.

\*/

public void setVerticalIndex(int index) {

this.verticalIndex = index;

}// setVerticalIndex

/\*\*

\*

\* @return X of tile location (top-left corner) in pixels

\*/

public int getX() {

return x;

}// getX

/\*\*

\*

\* @return Y of tile location (top-left corner) in pixels

\*/

public int getY() {

return y;

}// getY

public void setType(char type) {

this.type = type;

}// setType

/\*\*

\* Set the X of tile.

\* @param x top left corner of tile.

\*/

public void setX(int x) {

this.x = x;

}//setX

/\*\*

\* Set the Y of tile.

\* @param Y top left corner of tile.

\*/

public void setY(int y) {

this.y = y;

}//setY

/\*\*

\* Destroy the tile - turn the tile into sidewalk. <br>

\* Usually called when TNT destroys a brick.

\*/

public void destroyTile() {

// This will transform the tile to sidewalk.

type = CHAR\_SIDEWALK;

bmp = Textures.sidewalkBitmap;

}// destroyTile

/\*\*

\* Draw the tile. (Texture and X,Y of location)

\* @param canvas

\*/

public void draw(Canvas canvas) {

if (bmp != null)

canvas.drawBitmap(bmp, x, y, null);

}//draw

/\*\*

\*

\* @return String in format: '(Ver,Hor)'

\*/

public String getLocationString() {

return "("+verticalIndex+","+horizontalIndex+")";

}//getLocationString

/\*\*

\* Return string of this tile.<br>

\* Format: type + getLocationString()

\*/

@Override

public String toString() {

return type + getLocationString();

}//toString

}//Tile class

7: TNT

package com.shlomi.golemland.game.Core.Entitys;

import java.util.ArrayList;

import com.shlomi.golemland.Initialization.Settings;

import com.shlomi.golemland.game.Core.Textures;

import com.shlomi.golemland.game.Core.Constants.ITileChars;

/\*\*

\* TNT class is a tile, above Sidewalk tile. TNT Can explode and destroy tiles around itself.

\* TNT Can damage the player.

\* @author Shlomi

\*

\*/

public final class TNT extends Tile implements ITileChars, Settings {

/\*\*

\* Surroundings of tnt.

\*/

public Tile aboveTile, belowTile, rightTile, leftTile,onThis;

public int tntTicks;

public TNT(int horizontalIndex, int verticalIndex) {

super(CHAR\_TNT, horizontalIndex, verticalIndex, Textures.tntBitmap);

tntTicks = 0;

}// Constructor

/\*\*

\* Set surroundings of TNT.

\* @param above

\* @param below

\* @param right

\* @param left

\* @param onThis

\*/

public void setSurroundings(Tile above, Tile below, Tile right, Tile left,Tile onThis) {

this.aboveTile = above;

this.belowTile = below;

this.leftTile = left;

this.rightTile = right;

this.onThis = onThis;

}// setSurroundings

/\*\*

\* Return tiles in explosion radius.

\* @return ArrayList of tiles that need to be destroyed.

\*/

public ArrayList<Tile> getExplodedTiles() {

ArrayList<Tile> tilesToDestroy = new ArrayList<Tile>();

if (isDestroyTileAllowed(aboveTile))

tilesToDestroy.add(aboveTile);

if (isDestroyTileAllowed(belowTile))

tilesToDestroy.add(belowTile);

if (isDestroyTileAllowed(leftTile))

tilesToDestroy.add(leftTile);

if (isDestroyTileAllowed(rightTile))

tilesToDestroy.add(rightTile);

tilesToDestroy.add(onThis);

return tilesToDestroy;

}// explode

/\*\*

\* Check if tnt can destroy the tile

\* @param tile Tile to check

\* @return True, can destroy. False, cannot.

\*/

private boolean isDestroyTileAllowed(Tile tile) {

// Not wall, tnt or teleport.

if (tile.getType() != CHAR\_WALL && tile.getType() != CHAR\_TNT

&& tile.getType() != CHAR\_TELEPORT)

return true;

return false;

}

/\*\*

\*

\* @return True if tnt is exploding.

\*/

public boolean tick() {

if (tntTicks >= TickSettings.TNT\_TICKS\_TO\_EXPLODE)

return true;

else

tntTicks += 1;

return false;

}

@Override

public String toString() {

String result = "TNT ";

result += super.toString();

return result;

}

}// class

8: Mob

package com.shlomi.golemland.game.Core.Mobs;

import java.util.Random;

import com.shlomi.golemland.game.Core.Map;

import com.shlomi.golemland.game.Core.Constants.IDirection;

import com.shlomi.golemland.game.Core.Constants.Tiles;

import com.shlomi.golemland.game.Core.Entitys.Tile;

/\*\*

\* Mob is movable entity. <br>

\* Mob object has surroundings, direction and health.<br>

\* All moveable entityes extends this class.

\*

\* @author Shlomi

\*

\*/

public abstract class Mob extends Tile implements IDirection {

public Tile upTile, belowTile, leftTile, rightTile, onThisTile;

public char direction;

private char oppositeDirection;

protected Map map;

/\*\*

\* only when the mob's health is below 1 then this pointer changes to false.<br>

\* Used to get rid off the mob off the map.

\*/

public boolean isAlive = true;

/\*\*

\* Hit points - Health of mob. <br> Currently used ONLY for Player class

\* @see Player

\*/

public int health;

/\*\*

\* Create new Mob.

\*

\* @param tile Tiles enum that contains the mob's texture and his type. (For example creeper, zombie, spider).

\* @param horizontalIndex Horizontal index of location.

\* @param verticalIndex Vertical index of location.

\* @param map Map pointer.

\*/

public Mob(Tiles tile, int horizontalIndex, int verticalIndex, Map map) {

super(tile.type, horizontalIndex, verticalIndex, tile.getTexture());

direction = DIRECTION\_OOPS;

oppositeDirection = DIRECTION\_OOPS;

this.map = map;

onThisTile = this;

health = 100;

}// Constructor

/\*\*

\* Set the Mob's surroundings. That means the tiles that are North, East,

\* South and West to the Mob's position.

\*

\* @param above

\* The tile above to Mob.

\* @param below

\* The tile below to Mob.

\* @param left

\* The tile left to Mob.

\* @param right

\* The tile right to Mob.

\*/

public void setSurroundings(Tile above, Tile below, Tile left, Tile right) {

this.upTile = above;

this.belowTile = below;

this.leftTile = left;

this.rightTile = right;

}// setCreeperSurroundings

/\*\*

\* Return if the tile can be walked on(By killer (Mob,player)).

\*

\* @param tile to check.

\* @return True if can walk on. Else, false.

\*/

private boolean isTileWalkable(Tile tile) {

// Checking if player can move to that tile. (Canno't move to a wall or

// brick wall.

if (tile.getType() == CHAR\_WALL || tile.getType() == CHAR\_BRICK)

return false;

return true;

}// isTileWalkable

/\*\*

\* Get the opposite direction of the creeper current direction.

\*

\* @return Opposite direction, according to the Mob's current direction.

\*/

private char getOppositeDirection() {

switch (direction) {

case DIRECTION\_UP:

return DIRECTION\_DOWN;

case DIRECTION\_DOWN:

return DIRECTION\_UP;

case DIRECTION\_LEFT:

return DIRECTION\_RIGHT;

case DIRECTION\_RIGHT:

return DIRECTION\_LEFT;

}

return DIRECTION\_OOPS;

}// getOppositeDirection

/\*\*

\* Get random direction

\* (DIRECTION\_UP/DIRECTION\_DOWN/DIRECTION\_LEFT/DIRECTION\_RIGHT)

\*

\* @return Random direction

\*/

private char getRandomDirection() {

String walkableDirectionString = "";

// Now we calculate how much walkable paths are there.

// For each walkable path we put it in a string for later use.

if (isTileWalkable(upTile) && oppositeDirection != DIRECTION\_UP)

walkableDirectionString += DIRECTION\_UP;

if (isTileWalkable(belowTile) && oppositeDirection != DIRECTION\_DOWN)

walkableDirectionString += DIRECTION\_DOWN;

if (isTileWalkable(leftTile) && oppositeDirection != DIRECTION\_LEFT)

walkableDirectionString += DIRECTION\_LEFT;

if (isTileWalkable(rightTile) && oppositeDirection != DIRECTION\_RIGHT)

walkableDirectionString += DIRECTION\_RIGHT;

// If we "stuck" in a corner, and the only way is back, so we go back.

if (walkableDirectionString.length() == 0)

return oppositeDirection;

Random rnd = new Random();

// Now, after we have all the chars of walkable direction, we get random

// direction from the string, via char.

return walkableDirectionString.charAt(rnd

.nextInt(walkableDirectionString.length()));

}// getRandomDirection

/\*\*

\* Move Mob up

\*

\* @return True if move was successful. False if move was a failure.

\*/

public boolean moveUp() {

// Return true if the move was successful.

// Return false if the move was a failure.

if (!isTileWalkable(upTile))

return false;

setVerticalIndex(this.getVerticalIndex() - 1);

setY(this.getY() - TILE\_WIDTH\_AND\_HEIGHT);

onThisTile = upTile;

return true;

}

/\*\*

\* Move Mob down

\*

\* @return True if move was successful. False if move was a failure.

\*/

public boolean moveDown() {

// Return true if the move was successful.

// Return false if the move was a failure.

if (!isTileWalkable(belowTile))

return false;

this.setVerticalIndex(this.getVerticalIndex() + 1);

this.setY(this.getY() + TILE\_WIDTH\_AND\_HEIGHT);

onThisTile = belowTile;

return true;

}

/\*\*

\* Move Mob right

\*

\* @return True if move was successful. False if move was a failure.

\*/

public boolean moveRight() {

// Return true if the move was successful.

// Return false if the move was a failure.

if (!isTileWalkable(rightTile))

return false;

this.setHorizontalIndex(this.getHorizontalIndex() + 1);

this.setX(this.getX() + TILE\_WIDTH\_AND\_HEIGHT);

onThisTile = rightTile;

return true;

}

/\*\*

\* Move Mob left

\*

\* @return True if move was successful. False if move was a failure.

\*/

public boolean moveLeft() {

// Return true if the move was successful.

// Return false if the move was a failure.

if (!isTileWalkable(leftTile))

return false;

this.setHorizontalIndex(this.getHorizontalIndex() - 1);

this.setX(this.getX() - TILE\_WIDTH\_AND\_HEIGHT);

onThisTile = leftTile;

return true;

}

/\*\*

\* Tick the Mob. Tick will move the Mob once, and do calculations, movement,

\* detection, and so on.

\*/

public void tick() {

// Set self surroundings to move.

map.setMobSurroundings(this);

// Randomally decide where to move.

// If this mob is player, don't move randomlly! :O

if (this instanceof Player == false) {

direction = getRandomDirection();

oppositeDirection = getOppositeDirection();

}

// We check direction.

switch (direction) {

case DIRECTION\_UP:

// up

moveUp();

break;

case DIRECTION\_DOWN:

// down

moveDown();

break;

case DIRECTION\_RIGHT:

// right

moveRight();

break;

case DIRECTION\_LEFT:

// left

moveLeft();

break;

case DIRECTION\_OOPS:

// Oops! Don't move!

break;

}// switch

}// tick

/\*\*

\* Check if mob's position and tile position are the same (intersects)<br>

\* Check if tile is same vertical and horizontal indexes.

\*

\* @param tile

\* Tile to check.

\* @return True if the tile is on this tile. Else, false;

\*/

public boolean on(Tile tile) {

if (tile.getVerticalIndex() == getVerticalIndex()

&& tile.getHorizontalIndex() == getHorizontalIndex())

return true;

return false;

}

/\*\*

\* Drain health from the mob. Important: Drain is doing minus the amountToDrain and does

\* not add amountToDrain to health. <bf>

\* If you want to add health to the mob, then in the amountToDrain must be below 0.

\* @param amountToDrain

\*/

public void drainHealth(int amountToDrain) {

this.health -= amountToDrain;

}

}// class

9: Monster

package com.shlomi.golemland.game.Core.Mobs;

import com.shlomi.golemland.game.Core.Map;

import com.shlomi.golemland.game.Core.Constants.Tiles;

/\*\*

\* Monster class represent Spider, creeper , zombie and ect. It extends {@link MonsterBehaviorSystem} to randomly change direction and stop.

\* @author Shlomi

\*

\*/

public class Monster extends MonsterBehaviorSystem{

/\*\*

\* This indicates which 'monster' is this class.

\*/

private Tiles monsterTile;

/\*\*

\* New monster object.

\* @param tile Tiles object, containing texture and monster type.

\* @param horizontalIndex Horizontal index of location.

\* @param verticalIndex Vertical index of location.

\* @param map Map pointer

\*/

public Monster(Tiles tile, int horizontalIndex, int verticalIndex, Map map) {

super(tile, horizontalIndex, verticalIndex, map);

this.monsterTile = tile;

}

/\*\*

\* Tiles enum is the type and texture of a monster. Return this monster's tiles enum.

\* @return The enum Tiles that is this monster

\*/

public Tiles getMonsterTile() {

return monsterTile;

}

}

10: MonsterBehaviorSystem

package com.shlomi.golemland.game.Core.Mobs;

import java.util.Random;

import com.shlomi.golemland.game.Core.Map;

import com.shlomi.golemland.game.Core.Constants.Tiles;

/\*\*

\* This is special class for identifying mob that walks randomly, stops

\* randomly, and ect. It extends Mob.<br>

\* Monster should extend this class.

\*/

public abstract class MonsterBehaviorSystem extends Mob {

private Random rnd;

public MonsterBehaviorSystem(Tiles tile, int horizontalIndex, int verticalIndex, Map map) {

super(tile, horizontalIndex, verticalIndex, map);

rnd = new Random();

}

@Override

public void tick() {

// Here we do randomly stops

// Every tick, there is a chance that a creeper will stop moving. It

// depends on CREEPER\_CHANSE\_TO\_WAIT value.

// If it is true, then we stop, we don't 'tick' the creeper

if (rnd.nextInt(TickSettings.MONSTER\_CHANCE\_TO\_WAIT) == 0)

return;

// Else we tick the creeper to walk

super.tick();

}

}

11: Player

package com.shlomi.golemland.game.Core.Mobs;

import android.util.Log;

import com.shlomi.golemland.Initialization.Settings;

import com.shlomi.golemland.Initialization.Activities.MainMenuActivity;

import com.shlomi.golemland.game.Core.Map;

import com.shlomi.golemland.game.Core.Constants.IDirection;

import com.shlomi.golemland.game.Core.Constants.Tiles;

import com.shlomi.golemland.game.Core.Entitys.Tile;

/\*\*

\* Player class, only 1 can be on map.

\* @author Shlomi

\*

\*/

public final class Player extends Mob implements IDirection {

/\*\*

\* Money of player.

\*/

public int money;

/\*\*

\* Automove = Represent of the player will move automatically or not. (Stopped)

\*/

public boolean autoMove;

/\*\*

\* Steps that the player has taken.<br>

\* Thats for position the "Camera" to center on the player.

\*/

public int horizontalSteps, verticalSteps;

private final String LOG\_TAG = Player.class.getSimpleName();

public Effect effect;

/\*\*

\* Create new player.

\*

\* @param horizontalIndex

\* is the horizontal index of the player's tile.

\* @param verticalIndex

\* is the vertical index of the player's tile.

\* @param view

\* is the view which the player will be drawn on.

\* @param textureWidthAndHeight

\* is the dimentions of bitmaps. (Width and height must be the

\* same)

\* @param map

\* get the map pointer.

\* @param playerBitmap

\* the bitmap of the player.

\*/

public Player(int horizontalIndex, int verticalIndex, Map map) {

super(Tiles.PLAYER, horizontalIndex, verticalIndex, map);

money = PlayerSettings.PLAYER\_STARTING\_MONEY;

}// Constructor

/\*\*

\* Automove the player. After we swipe to direction move the player untill

\* he is blocked. This method is called every touch event.

\*

\* @param dir

\* The direction to automatically move to.

\*/

public void autoMoveToDirection(char dir) {

autoMove = true;

direction = dir;

}// enableAutoMove

/\*\*

\* Check if tile is a cake. If true, then destroy cake and increase money.

\* This function does not return anything. It checks and executes commands.

\*

\* @param tile

\* to check.

\*/

private void isCake(Tile tile) {

if (map.isPlayerOnCake()) {

Log.d(LOG\_TAG,"Player is on cake");

money += 5;

}

}// isCake

/\*\*

\* Withdraw money from player.

\*

\* @param amount

\* to withdraw

\*/

public void withdrawMoney(int amount) {

money -= amount;

}

/\*\*

\* Method called if player can't move (up,down,left,right). Do something here!

\*/

private void failedToMove() {

this.direction = DIRECTION\_OOPS;

this.autoMove = false;

Log.d(LOG\_TAG,"Player stopped at: " + this.getLocationString());

}

@Override

public boolean moveUp() {

if (!super.moveUp()) {

failedToMove();

return false;

}

verticalSteps--;

isCake(upTile);

return true;

}

@Override

public boolean moveDown() {

if (!super.moveDown()) {

failedToMove();

return false;

}

verticalSteps++;

isCake(belowTile);

return true;

}

@Override

public boolean moveRight() {

if (!super.moveRight()) {

failedToMove();

return false;

}

horizontalSteps++;

isCake(rightTile);

return true;

}

@Override

public boolean moveLeft() {

if (!super.moveLeft()) {

failedToMove();

return false;

}

horizontalSteps--;

isCake(leftTile);

return true;

}

/\*\*

\* Called when player is damaged by tnt. <br>

\* Damage is doubled.

\*/

public void gotHitByTNT() {

if(effect != null && effect.isOnEffect == true)

return;

this.drainHealth(Settings.PlayerSettings.PLAYER\_HIT\_DAMAGE \* 2);

MainMenuActivity.getSoundSystem().playPlayerHitTNT();

}

/\*\*

\* Called when player is damaged by monster.

\*/

public void gotHitByMonster() {

if(effect != null && effect.isOnEffect == true)

return;

health -= Settings.PlayerSettings.PLAYER\_HIT\_DAMAGE;

MainMenuActivity.getSoundSystem().playPlayerHit();

}

/\*\*

\* Class effect represent the "Power up" effect with ticks untill effect is gone.

\* @author Shlomi

\*

\*/

public class Effect {

/\*\*

\* Ticks to wear off the effect.

\*/

public int ticksToWearOff;

/\*\*

\* Is on effect?

\*/

public boolean isOnEffect;

/\*\*

\* New effect

\*/

public Effect() {

isOnEffect = false;

this.ticksToWearOff = Settings.TickSettings.EFFECT\_POWERUP\_TICKS\_TO\_WEAR\_OFF;

}

/\*\*

\* Each tick decreases the ticks to wear off time, until it reaches 0 or below, then the effect is off.

\*/

public void tickEffect() {

Log.d(LOG\_TAG,"Effect tick. Ticks to wear off: " +ticksToWearOff );

if(ticksToWearOff <= 0) {

Log.d(LOG\_TAG,"Stopping effect");

stopEffect();

}

else if(isOnEffect) {

ticksToWearOff --;

}

}

/\*\*

\* Stop the effect.

\*/

public void stopEffect() {

isOnEffect = false;

ticksToWearOff = Settings.TickSettings.EFFECT\_POWERUP\_TICKS\_TO\_WEAR\_OFF;

}

/\*\*

\* Start the effect.

\*/

public void startEffect() {

isOnEffect = true;

ticksToWearOff = Settings.TickSettings.EFFECT\_POWERUP\_TICKS\_TO\_WEAR\_OFF;

}

}//Effect class

/\*\*

\* Set effect as null (meanning no effect)

\*/

public void wearOffEffect() {

this.effect = null;

}

/\*\*

\* Set a new effect and start the effect

\*/

public void startEffect() {

this.effect = new Effect();

effect.startEffect();

}

}// class

12: Inventory

package com.shlomi.golemland.game.Core;

import java.util.ArrayList;

import com.shlomi.golemland.R;

import com.shlomi.golemland.Initialization.Settings;

import android.app.Activity;

import android.util.Log;

import android.widget.FrameLayout;

import android.widget.ImageView;

/\*\*

\* Inventory class handles the inventory.

\* @author Shlomi

\*

\*/

public final class Inventory implements Settings.ShopSettings{

private boolean isNeedToTick = false;

private final String LOG\_TAG = Inventory.class.getSimpleName();

private ArrayList<Slot> slots;

/\*\*

\* Create new inventory.

\*

\* @param slotsArray

\* Is array of frame layouts (each one is a slot).

\* @param isTNTOnMap

\* Instance of boolean variable in Map class.

\*/

public Inventory(ArrayList<FrameLayout> slotsArray) {

slots = new ArrayList<Slot>();

//Initialize slots

for (int i = 0; i < slotsArray.size(); i++)

slots.add(new Slot(slotsArray.get(i), i));

}

/\*\*

\* When slot is clicked, do stuff. Method is called outside of class.

\*

\* When slot is clicked and it has item, remove it.

\*

\* @param slotID

\* ID of the slot. (0 = most left, 4 = most right)

\* @return Status determine what should we do.<br>

\* @see Settings.InventoryStatus

\*/

public int slotClicked(int slotID) {

Log.d(LOG\_TAG, "Clicked on slot: " + slotID);

Slot slotClicked = slots.get(slotID);

if (slotClicked.hasItem) {

Log.d(LOG\_TAG, "Slot " + slotID + " has item!");

int slotItem = slotClicked.itemID;

Log.d(LOG\_TAG,"Slot item id = " + slotItem);

if (slotItem == ID\_TNT) {

//TNT

Log.d(LOG\_TAG,"Returning status PLACE\_TNT: " + Settings.InventoryStatus.PLACE\_TNT);

return Settings.InventoryStatus.PLACE\_TNT;

}

if(slotItem == ID\_POWERUP) {

//Powerup

Log.d(LOG\_TAG,"Returning status USER\_POWERUP: " + Settings.InventoryStatus.USE\_POWERUP);

return Settings.InventoryStatus.USE\_POWERUP;

}

}

//Slot doesn't have item

Log.d(LOG\_TAG,"Returning status DO\_NOTHING");

return Settings.InventoryStatus.DO\_NOTHING;

}

/\*\*

\* Called outside of class.

\*

\* @param slotIndex

\* Index of slot.

\* @return Return the item id that removed from slot.

\*/

public int removeItemFromSlot(int slotID) {

// Important to save item id before deleting it.

int itemID = slots.get(slotID).itemID;

slots.get(slotID).removeItemFromSlot();

isNeedToTick = true;

return itemID;

}

/\*\*

\* Called outside of class.

\*

\* @param itemID

\* ID of item.

\* @return True if adding was success. Else, false. Can fail if no room in slots for a new item.

\*/

public boolean addItemToInventory(int itemID) {

Slot freeSlot = null;

for (Slot tmp : slots) {

Log.d(LOG\_TAG, "Checking to add to slot " + tmp.slotID);

if (tmp.hasItem == false) {

freeSlot = tmp;

Log.d(LOG\_TAG, "Found free slot: " + tmp.slotID);

break;

} else

Log.d(LOG\_TAG, "Checking another slot...");

}

if (freeSlot == null) {

Log.d(LOG\_TAG, "No free slots!");

return false;

}

slots.get(freeSlot.slotID).addItem(itemID);

isNeedToTick = true;

Log.d(LOG\_TAG, "Adding was success.");

return true;

}

/\*\*

\* Method called outside of class. Ticks inventory images.

\*

\* @param gameActivity

\*/

public void tickInventory(Activity gameActivity) {

if (!isNeedToTick)

return;

for (Slot slot : slots)

slot.updateSlotImage(gameActivity);

isNeedToTick = false;

// TODO

// Log.d(LOG\_TAG,"Slots size = ")

}

/\*\*

\* Class slot. Represent a single "Slot Tile" on the screen with position ID, and other item variables.

\* @author Shlomi

\*

\*/

class Slot {

int itemID;

boolean hasItem;

private int slotID;

private FrameLayout slotFrameLayout;

/\*\*

\* @param itemID

\* ID of item

\* @param slotFrameLayout

\* The slot framelayout

\*/

public Slot(FrameLayout slotFrameLayout, int slotID) {

this.slotID = slotID;

this.itemID = ID\_NO\_ITEM;

this.slotFrameLayout = slotFrameLayout;

this.hasItem = false;

}

/\*\*

\* Called when player pressed on slot button, so we remove the item image from the butotn.

\*/

public void removeItemFromSlot() {

Log.d(LOG\_TAG, "Removing item from slot " + slotID);

itemID = ID\_NO\_ITEM;

hasItem = false;

// Need to tick, in order to show transparent background.

isNeedToTick = true;

}

/\*\*

\* Add an item to this slot.

\* @param itemID ItemID to add to this slot.

\*/

public void addItem(int itemID) {

Log.d(LOG\_TAG, "Slot " + slotID + ": item " + itemID + " added.");

this.itemID = itemID;

this.hasItem = true;

}

/\*\*

\*

\* @param itemID Item ID to check if has item

\* @return True, if has item.

\*/

protected boolean isHasItem(int itemID) {

if (itemID == ID\_NO\_ITEM)

return false;

return true;

}

/\*\*

\* Called when need to display the image ON the Slot button

\* @param gameActivity

\*/

public void updateSlotImage(Activity gameActivity) {

ImageView imageView = (ImageView) slotFrameLayout

.findViewById(R.id.itemImageView);

switch(itemID) {

case ID\_HAT:

Log.d(LOG\_TAG, "Updating slot " + slotID + " as hat");

imageView.setBackgroundResource(R.drawable.item\_hat);

break;

case ID\_TNT:

Log.d(LOG\_TAG, "Updating slot " + slotID + " as tnt");

imageView.setBackgroundResource(R.drawable.item\_tnt);

break;

case ID\_POWERUP:

Log.d(LOG\_TAG,"Updating slot " + slotID + " as power up");

imageView.setBackgroundResource(R.drawable.power\_up);

break;

default:

// No items in inventory.

if (isNeedToTick)

imageView.setBackgroundResource(R.drawable.trans\_background);

break;

}//switch case

}

}// class Slot

}// class Inventory

13: Map

package com.shlomi.golemland.game.Core;

import java.io.BufferedReader;

import java.io.IOException;

import java.io.InputStreamReader;

import java.util.ArrayList;

import com.shlomi.golemland.Initialization.Settings;

import com.shlomi.golemland.Initialization.Activities.MainMenuActivity;

import com.shlomi.golemland.game.Core.Constants.\*;

import com.shlomi.golemland.game.Core.Entitys.\*;

import com.shlomi.golemland.game.Core.Mobs.\*;

import android.app.Activity;

import android.graphics.Bitmap;

import android.graphics.Canvas;

import android.util.Log;

/\*\*

\* Map class is the core of the game. It calls ticks, updates and do stuff on

\* map.

\*

\* @author Shlomi

\*

\*/

public final class Map implements ITileChars, Settings {

/\*\*

\* All the 'static tiles' of the map, like Brick and Brick wall, every tile that cannot move is in the map.

\*/

private ArrayList<ArrayList<Tile>> map;

/\*\*

\* The player. NOTE: Only 1 is allowed in a map.

\*/

public Player player;

/\*\*

\* Array of monsters.

\*/

private ArrayList<Monster> monsterArray;

/\*\*

\* TNT That is on the map. It can be null .

\*/

private TNT tntOnMap;

/\*\*

\* Array of cakes.

\*/

private ArrayList<Cake> cakeArray;

private final String LOG\_TAG = Map.class.getSimpleName();

public boolean isThereTNTOnMap = false;

/\*\*

\* Score of this current game.

\*/

public int highScore = 0;

/\*\*

\* New map object.

\*

\* @param gameActivity The game activity.

\* @param mapToOpenPath Map to open string.

\*/

public Map(Activity gameActivity, String mapToOpenPath) {

// Initialize the final class Textures !

new Textures(gameActivity.getAssets());

// Initialize simple parametes

map = new ArrayList<ArrayList<Tile>>();

monsterArray = new ArrayList<Monster>();

tntOnMap = null;

cakeArray = new ArrayList<Cake>();

// Load line

BufferedReader reader = null;

try {

// LOAD THIS MAP!!

reader = new BufferedReader(new InputStreamReader(

gameActivity.getAssets().open(mapToOpenPath)));

String line;

int numberOfLine = 0;

// Now we scan and load each line.

while ((line = reader.readLine()) != null) {

// Loop to number of lines.

map.add(loadLine(line, numberOfLine));

numberOfLine++;

}

// Done scanning

}// try

catch (IOException e) {

} finally {

if (reader != null) {

try {

reader.close();

} catch (IOException e) {

}

}

}// finally

// Done initializing the map.

//Set monster surroundings for the first time

for(Monster m : monsterArray)

setMobSurroundings(m);

//Set player surroundings for the first time

setMobSurroundings(player);

}// Constructor

/\*\*

\* Check if player is intersects with monster.

\* @return Tiles enum, represent 'who touched the player'. Return null if no touch!

\*/

public Tiles isPlayerOnMonster() {

for (Monster m : monsterArray)

if (m.on(player.onThisTile))

return m.getMonsterTile();

return null;

}

/\*\*

\* Load a line. Condition: Line is not null.

\*

\* @param line

\* String of line to load.

\* @param numberOfLine

\* The number of line to load.

\* @return Array of tiles. represent 1 horizontal line.

\*/

private ArrayList<Tile> loadLine(String line, int numberOfLine) {

if (line == null || line.length() == 0)

return null;

ArrayList<Tile> tmpArrayList = new ArrayList<Tile>();

char ch;

int horizontalIndex;

int verticalIndex;

// Scanning line

for (int i = 0; i < line.length(); i++) {

ch = line.charAt(i);

horizontalIndex = i;

verticalIndex = numberOfLine;

switch(ch) {

case CHAR\_PLAYER:

player = new Player(horizontalIndex, verticalIndex,this);

ch = CHAR\_SIDEWALK;

break;

case CHAR\_CREEPER:

monsterArray.add(new Monster(Tiles.CREEPER, horizontalIndex, verticalIndex, this));

ch = CHAR\_SIDEWALK;

break;

case CHAR\_SPIDER:

monsterArray.add(new Monster(Tiles.SPIDER, horizontalIndex, verticalIndex, this));

ch = CHAR\_SIDEWALK;

break;

case CHAR\_ZOMBIE:

monsterArray.add(new Monster(Tiles.ZOMBIE, horizontalIndex, verticalIndex, this));

ch = CHAR\_SIDEWALK;

break;

case CHAR\_CAKE:

cakeArray.add(new Cake(horizontalIndex, verticalIndex));

ch = CHAR\_SIDEWALK;

break;

case CHAR\_SKELETON:

monsterArray.add(new Monster(Tiles.SKELETON, horizontalIndex, verticalIndex, this));

ch = CHAR\_SIDEWALK;

break;

}

//Check if char represent a tile, if not then make the texture black and pink

Bitmap texture;

if(Tiles.getTileByType(ch) != null)

texture = Tiles.getTileByType(ch).getTexture();

else

texture = Textures.defaultBitmap;

tmpArrayList.add(new Tile(ch, horizontalIndex, verticalIndex, texture));

}// for

return tmpArrayList;

}// loadLine

/\*\*

\* Draw the map.

\*

\* @param canvas

\*/

public void drawMap(Canvas canvas) {

//Draw all lines.

for (ArrayList<Tile> lineArray : map)

drawHorizontalTiles(canvas, lineArray);

//Draw all cakes.

for(Cake c : cakeArray)

c.draw(canvas);

// Draw player.

player.draw(canvas);

// Draw monsters.

for (Monster m : monsterArray)

m.draw(canvas);

// Draw tnt on map

if(tntOnMap != null)

tntOnMap.draw(canvas);

}// draw

/\*\*

\* Draw single array list of tiles.

\*

\* @param canvas

\* @param arr

\* Array of tiles to draw.

\*/

private void drawHorizontalTiles(Canvas canvas, ArrayList<Tile> arr) {

for (int i = 0; i < arr.size(); i++) {

arr.get(i).draw(canvas);

}

}// drawSingleArrayList

/\*\*

\* Set Mob's surroundings.

\*

\* @param Mob

\* to set surroundings for

\*/

public void setMobSurroundings(Mob Mob) {

int creeperHorizontalIndex = Mob.getHorizontalIndex();

int creeperVerticalIndex = Mob.getVerticalIndex();

ArrayList<Tile> surroundings = getSurroundingsOfLocation(

creeperVerticalIndex, creeperHorizontalIndex);

Tile above = surroundings.get(0);

Tile below = surroundings.get(1);

Tile left = surroundings.get(2);

Tile right = surroundings.get(3);

Mob.setSurroundings(above, below, left, right);

}// setmobArrayurroundings

/\*\*

\* Tick the map (player,mobArray,tnts...)<br>

\* This is the main game loop / updater.

\*/

public void tick() {

Log.d(LOG\_TAG, "Tick!");

//Tick tnt

if(tntOnMap != null) {

Log.d(LOG\_TAG, tntOnMap + " is ticking!");

// This will tell us if the tnt is exploded.

if (tntOnMap.tick())

explodeTNT(tntOnMap);

}

for(Cake c : cakeArray)

c.tick();

// Tick player

player.tick();

// Tick mobs

for (Monster m : monsterArray) {

if(m.isAlive != false)

m.tick();

else {

m = null;

Log.d(LOG\_TAG,"Mob " + m + " is not alive!");

}

}

// Check if player in on monster

Tiles t = isPlayerOnMonster();

if (t != null)

player.gotHitByMonster();

}// tick

/\*\*

\* Method is called from gameActiviy. <br>

\* This method executes and puts TNT on the map. <br>

\* This is called when the user press on the inventory and selects tnt.

\*

\* @return True if the tnt successfuly added to map. Else, false.

\*/

public boolean placeTNT() {

int horizontalIndex = player.getHorizontalIndex();

int verticalIndex = player.getVerticalIndex();

TNT tntToPlace = new TNT(horizontalIndex, verticalIndex);

ArrayList<Tile> surroundings = getSurroundingsOfLocation(verticalIndex, horizontalIndex);

Tile above = surroundings.get(0);

Tile below = surroundings.get(1);

Tile left = surroundings.get(2);

Tile right = surroundings.get(3);

Tile onThis = surroundings.get(4);

tntToPlace.setSurroundings(above, below, right, left,onThis);

//Give a new refrence to tnt.

tntOnMap = tntToPlace;

Log.d("TNT", "Place tnt at " + verticalIndex + " , " + horizontalIndex);

isThereTNTOnMap = true;

return true;

}

/\*\*

\* When tnt explodes do this! ( This will be the final method of tnt

\* lifecycle. )

\*

\* @param tnt TNT to explode.

\*/

public void explodeTNT(TNT tnt) {

Log.d(LOG\_TAG, tnt + " explodes!");

ArrayList<Tile> tilesToDestroy = tnt.getExplodedTiles();

//For each tile in tilesToDestroy check ...

for (Tile tileToDestroy : tilesToDestroy) {

tileToDestroy.destroyTile();

//Check player if got hit by tnt.

if(player.on(tileToDestroy)) {

Log.d(LOG\_TAG,"Player got hit by tnt!");

player.gotHitByTNT();

}

//Check each mob if its got hit by a tnt.

for(Monster m : monsterArray)

if(m.on(tileToDestroy))

m.drainHealth(Settings.MobSettings.DAMAGE\_TNT);

}

//Set tnt on map = null because it exploded

tntOnMap = null;

//Pointer

isThereTNTOnMap = false;

//Play tnt sound

MainMenuActivity.getSoundSystem().playTNTExplodeSound();

}

/\*\*

\* Return array list that defines 4 tiles near the tile parameter.

\*

\* @return Return array list of surroundings. Array list is: <br><br>

\* Up,Down,Left,Right,OnThis;

\*/

public ArrayList<Tile> getSurroundingsOfLocation(int verticalIndex, int horizontalIndex) {

Tile above = map.get((verticalIndex - 1)).get((horizontalIndex));

Tile below = map.get((verticalIndex + 1)).get((horizontalIndex));

Tile left = map.get((verticalIndex)).get((horizontalIndex - 1));

Tile right = map.get((verticalIndex)).get((horizontalIndex + 1));

Tile onThis = map.get(verticalIndex).get(horizontalIndex);

ArrayList<Tile> surroundings = new ArrayList<Tile>();

surroundings.add(above);

surroundings.add(below);

surroundings.add(left);

surroundings.add(right);

surroundings.add(onThis);

return surroundings;

}

/\*\*

\* Check if player is on cake.

\* @param Tile to check if cake.

\* @return True or false.

\*/

public boolean isPlayerOnCake() {

for(Cake c : cakeArray)

if(player.on(c) && c.isSpawned == true) {

//Do something before telling player that he ate!

c.eat();

//Increase cake count

highScore ++;

//Tell player that he eat cake. This will increase his money.

return true;

}

return false;

}

}// class

14: Textures

package com.shlomi.golemland.game.Core;

import java.io.IOException;

import java.io.InputStream;

import android.content.res.AssetManager;

import android.graphics.Bitmap;

import android.graphics.BitmapFactory;

/\*\*

\* Class that holds all game textures, it must be initialize before use! All

\* classes can access these bitmaps.

\*/

public final class Textures {

/\*\*

\* This is pink + black texture.

\*/

public static Bitmap defaultBitmap;

public static Bitmap wallBitmap;

public static Bitmap brickWallBitmap;

public static Bitmap playerBitmap;

public static Bitmap creeperBitmap;

public static Bitmap sidewalkBitmap;

public static Bitmap cakeBitmap;

public static Bitmap tntBitmap;

public static Bitmap teleportBitmap;

public static Bitmap zombieBitmap;

public static Bitmap spiderBitmap;

public static Bitmap skeletonBitmap;

/\*\*

\* Create a new texture object. Other classes can access this later.

\* @param assets Assets from project.

\*/

public Textures(AssetManager assets) {

BitmapFactory.Options options = new BitmapFactory.Options();

options = null;

InputStream bitmapImage;

String img = "";

try {

// This is wall.

img = "Textures/wall.png";

bitmapImage = assets.open(img);

wallBitmap = BitmapFactory.decodeStream(bitmapImage, null, options);

// This is brick.

img = "Textures/brickWall.png";

bitmapImage = assets.open(img);

brickWallBitmap = BitmapFactory.decodeStream(bitmapImage, null,

options);

// This is player.

img = "Textures/player.png";

bitmapImage = assets.open(img);

playerBitmap = BitmapFactory.decodeStream(bitmapImage, null,

options);

// This is sidewalk.

img = "Textures/sidewalk.png";

bitmapImage = assets.open(img);

sidewalkBitmap = BitmapFactory.decodeStream(bitmapImage, null,

options);

// This is objective.

img = "Textures/objective.png";

bitmapImage = assets.open(img);

cakeBitmap = BitmapFactory.decodeStream(bitmapImage, null, options);

// This is tnt.

img = "Textures/tnt.png";

bitmapImage = assets.open(img);

tntBitmap = BitmapFactory.decodeStream(bitmapImage, null, options);

// This is creeper.

img = "Textures/creeper.png";

bitmapImage = assets.open(img);

creeperBitmap = BitmapFactory.decodeStream(bitmapImage, null,

options);

// This is the teleport tile.

img = "Textures/teleport.png";

bitmapImage = assets.open(img);

teleportBitmap = BitmapFactory.decodeStream(bitmapImage, null,

options);

// This is defautlt tile.

img = "Textures/defaultTile.png";

bitmapImage = assets.open(img);

defaultBitmap = BitmapFactory.decodeStream(bitmapImage, null,

options);

// This is zombie.

img = "Textures/zombie.png";

bitmapImage = assets.open(img);

zombieBitmap = BitmapFactory.decodeStream(bitmapImage, null,

options);

// This is spider.

img = "Textures/spider.png";

bitmapImage = assets.open(img);

spiderBitmap = BitmapFactory.decodeStream(bitmapImage, null,

options);

// This is skeleton.

img = "Textures/skeleton.png";

bitmapImage = assets.open(img);

skeletonBitmap = BitmapFactory.decodeStream(bitmapImage, null,

options);

} catch (IOException e1) {

e1.printStackTrace();

}

}// Constructor

}// class

15: Game

package com.shlomi.golemland.game.GameContainers;

import java.util.Random;

import com.shlomi.golemland.R;

import com.shlomi.golemland.Initialization.Settings;

import com.shlomi.golemland.Initialization.Activities.MainMenuActivity;

import com.shlomi.golemland.game.Core.Inventory;

import com.shlomi.golemland.game.Core.Map;

import com.shlomi.golemland.game.Core.Mobs.Player;

import android.app.Activity;

import android.graphics.Canvas;

import android.graphics.Color;

import android.util.Log;

import android.widget.RelativeLayout;

import android.widget.TextView;

/\*\*

\* Class game handle the game.

\* @author Shlomi

\*

\*/

public class Game implements Runnable, Settings {

private final String LOG\_TAG = Game.class.getSimpleName();

/\*\*

\* player,map is a pointer only. isActivityStarted = flag that tells if the

\* game activity is started or not. gameThread = the main loop which will

\* tick the game

\*/

// Pointers

public Player player;

/\*\*

\* Map variable handle map stuff.

\*/

public final Map map;

private Activity gameActivity;

private Inventory inventory;

protected Runnable uiRunnable;

private boolean running = true;

protected boolean isGameOver = false;

private Random rnd;

private boolean isBackgroundNeedUpdate = false;

private boolean isPaused = false;

/\*\*

\* Create a new game object.

\*

\* @param gameActivity Activity to which connect.

\* @param mapToOpenPath String of which map to open. (i.e.

\*/

public Game(final Activity gameActivity, String mapToOpenPath) {

this.gameActivity = gameActivity;

rnd = new Random();

map = new Map(gameActivity, mapToOpenPath);

player = map.player;

player.health = Settings.PlayerSettings.PLAYER\_STARTING\_HEALTH;

new Thread(this).start();

/\*

\* ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

\* This is UI Runnable and NOT the main game loop! Watch out!

\* ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

\*/

uiRunnable = new Runnable() {

@Override

public void run() {

if(player.effect != null && player.effect.isOnEffect) {

updateBackgroundColor();

}

else if(isBackgroundNeedUpdate) {

setGameBackgroundImageAsNormal();

isBackgroundNeedUpdate = false;

}

inventory.tickInventory(gameActivity);

updateMoneyText();

updateHealthText();

updateScoreText();

if (player.health <= 0) {

running = false;

isGameOver = true;

}

}

};

}// Constructor

/\*\*

\* Method is called after game activity has been initialized.

\* It initialized HUD, money text and health text.

\*/

public void activityStarted(GameActivity gameActivity, Inventory inventory) {

this.inventory = inventory;

updateMoneyText();

updateHealthText();

updateScoreText();

}

/\*\*

\* Update money text.

\*/

public void updateMoneyText() {

final TextView moneyTextView = (TextView) gameActivity.findViewById(R.id.moneyTextView);

moneyTextView.setText(player.money + "$");

}

/\*\*

\* Update money text.

\*/

public void updateHealthText() {

final TextView healthTextView = (TextView) gameActivity.findViewById(R.id.healthTextView);

healthTextView.setText("" + player.health + " HP");

}

/\*\*

\* Update score text.

\*/

public void updateScoreText() {

final TextView scoreTextView = (TextView) gameActivity.findViewById(R.id.scoreTextView);

scoreTextView.setText("" + map.highScore);

}

/\*\*

\* Update game backgorund to random color;

\*/

public void updateBackgroundColor() {

final RelativeLayout layout = (RelativeLayout)gameActivity.findViewById(R.id.gameLayout);

if(layout != null) {

int color = Color.rgb(rnd.nextInt(255), rnd.nextInt(255), rnd.nextInt(255));

layout.setBackgroundColor(color);

}

}

/\*\*

\* Update game backgorund to the normal background.

\*/

public void setGameBackgroundImageAsNormal() {

final RelativeLayout layout = (RelativeLayout)gameActivity.findViewById(R.id.gameLayout);

if(layout != null)

layout.setBackgroundResource(R.drawable.game\_background);

}

/\*\*

\* Draw game.

\*

\* @param canvas

\*/

public void drawGame(Canvas canvas) {

if(player.effect != null && player.effect.isOnEffect)

updateBackgroundColor();

map.drawMap(canvas);

}// drawGame

/\*\*

\* Main loop of the game. Handles ticks.

\*/

@Override

public void run() {

//Only when game is pasued we skip this loop!

while (running) {

try {

if(isPaused == true)

continue;

Thread.sleep(Settings.TickSettings.GAME\_THREAD\_TICKS);

//If player has effect

if(player.effect != null) {

//Is player on effect?

if(player.effect.isOnEffect) {

Log.d(LOG\_TAG,"Player is on effect! Tick effect");

//Tick effect in order to decrease the ticks remaining until the effect wears off

player.effect.tickEffect();

}

//The player is NOT on effect meanning this will execure only once, after the effect is gone,

//and then we set the player.effect to null!

else {

Log.d(LOG\_TAG,"Player if not on effect.");

//Set effect to null

player.wearOffEffect();

//Tell that we need to update the backgroudn back to image

isBackgroundNeedUpdate = true;

MainMenuActivity.getSoundSystem().stopPowerupMusic();

MainMenuActivity.getSoundSystem().playMusic();

}

}

//Tick map

map.tick();

//Tick UI thread

gameActivity.runOnUiThread(uiRunnable);

} catch (InterruptedException e) {

e.printStackTrace();

}

}

//Done running

Log.d(LOG\_TAG, "Done running!");

gameActivity.finish();

}// run

/\*\*

\* Stop the game. Running = false.

\*/

public void stopGame() {

running = false;

}

/\*\*

\* Called when user uses power up

\*/

public void usePowerup() {

player.startEffect();

MainMenuActivity.getSoundSystem().stopMusic();

MainMenuActivity.getSoundSystem().playPowerupMusic();

}

/\*\*

\* Pause the game

\*/

public void pause() {

isPaused = true;

MainMenuActivity.getSoundSystem().stopMusic();

}

/\*\*

\* Resume the game

\*/

public void resume() {

isPaused = false;

MainMenuActivity.getSoundSystem().playMusic();

}

}// class

16: GameActivity

package com.shlomi.golemland.game.GameContainers;

import java.util.ArrayList;

import com.shlomi.golemland.R;

import com.shlomi.golemland.Initialization.Settings;

import com.shlomi.golemland.game.Core.Inventory;

import com.shlomi.golemland.game.Core.Constants.GameState;

import com.shlomi.golemland.game.Core.Constants.IDirection;

import com.shlomi.golemland.game.Core.Mobs.Player;

import android.app.Activity;

import android.app.AlertDialog;

import android.app.Dialog;

import android.content.DialogInterface;

import android.content.Intent;

import android.content.SharedPreferences;

import android.content.SharedPreferences.Editor;

import android.os.Bundle;

import android.util.Log;

import android.view.LayoutInflater;

import android.view.MotionEvent;

import android.view.View;

import android.view.ViewGroup;

import android.widget.FrameLayout;

import android.widget.RelativeLayout;

import android.widget.Toast;

/\*\*

\* Game activity handles all touch events and is the container of the game.<br>

\* It initializes the game components.

\* @author Shlomi

\*

\*/

public class GameActivity extends Activity implements Settings, IDirection {

// Touch parameters

private int x1, x2, y1, y2, dx, dy;

// Player parameters

private char direction;

private boolean isPlayerMoving;

private final String LOG\_TAG = GameActivity.class.getSimpleName();

private GameView gameView;

private Dialog shopDialog;

private Inventory inventory;

private Bundle bundle;

private boolean isFirstTime;

/\*\*

\* Create activity which will hold the game.

\*/

@Override

public void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

Log.d(LOG\_TAG, "onCreate()");

setContentView(R.layout.game);

this.bundle = getIntent().getExtras();

isFirstTime = true;

}// onCreate

/\*\*

\* After onCreate() method do this method.

\*/

@Override

public void onStart() {

super.onStart();

Log.d(LOG\_TAG,"onStart()");

// After activity done creating, its ready for the game!

if(isFirstTime) {

Log.d(LOG\_TAG,"First time. Initializing the game");

initGame();

initHUD();

gameView.game.activityStarted(this, inventory);

}

else {

Log.d(LOG\_TAG,"Not first time. Resuming game");

}

}

/\*\*

\* Initialize the game. Initializes game view, game, map and etc...

\*/

protected void initGame() {

int levelToOpen = bundle.getInt("level\_id");

int widthOfScreen = this.getWindowManager().getDefaultDisplay()

.getWidth();

int heightOfScreen = this.getWindowManager().getDefaultDisplay()

.getHeight();

String mapToOpenPath = "Maps/map" + levelToOpen + ".txt";

RelativeLayout gameLayout = (RelativeLayout) (findViewById(R.id.gameLayout));

GameView gameView = new GameView(this, mapToOpenPath, widthOfScreen,

heightOfScreen);

gameLayout.addView(gameView);

this.gameView = gameView;

// Player param

isPlayerMoving = false;

}

/\*\*

\* Initialize hud (Layout & inventory)

\*/

protected void initHUD() {

// Make HUD layout above game layout;

LayoutInflater inflater = getLayoutInflater();

addContentView(inflater.inflate(R.layout.hud, null),

new ViewGroup.LayoutParams(ViewGroup.LayoutParams.FILL\_PARENT,

ViewGroup.LayoutParams.FILL\_PARENT));

// Give to every framelayout of slot a tag; then when clicked on frame

// layout, get tag;

FrameLayout slot0 = (FrameLayout) (findViewById(R.id.slot0));

FrameLayout slot1 = (FrameLayout) (findViewById(R.id.slot1));

FrameLayout slot2 = (FrameLayout) (findViewById(R.id.slot2));

FrameLayout slot3 = (FrameLayout) (findViewById(R.id.slot3));

FrameLayout slot4 = (FrameLayout) (findViewById(R.id.slot4));

// Set slot tag (orginize)

slot0.setTag(0);

slot1.setTag(1);

slot2.setTag(2);

slot3.setTag(3);

slot4.setTag(4);

// Create F dialog

shopDialog = initShopDialog().create();

ArrayList<FrameLayout> slots = new ArrayList<FrameLayout>();

slots.add(slot0);

slots.add(slot1);

slots.add(slot2);

slots.add(slot3);

slots.add(slot4);

inventory = new Inventory(slots);

}

/\*\*

\* When clicked on inventory slot.

\*

\* @param v

\* View clicked on.

\*/

public void onClickSlot(View v) {

int slotID = (Integer) v.getTag();

int status = inventory.slotClicked(slotID);

Log.d(LOG\_TAG,"onClickSlot() status = " + status);

//Place tnt

if (status == Settings.InventoryStatus.PLACE\_TNT) {

Log.d(LOG\_TAG,"Player press on tnt");

if (gameView.game.map.isThereTNTOnMap)

Log.d(LOG\_TAG,

"Player tried to deploy tnt while another is ticking.");

else {

gameView.game.map.placeTNT();

inventory.removeItemFromSlot(slotID);

}

}//place tnt

//Use power up

else if(status == Settings.InventoryStatus.USE\_POWERUP) {

Log.d(LOG\_TAG,"Player used powerup! !!!!~~~");

gameView.game.usePowerup();

inventory.removeItemFromSlot(slotID);

}

}//onClickSlot

/\*\*

\* Initialize shop dialog. Item ids(they are constants): 0 = hat 1 = tnt

\*

\* @return Alert dialog builder of shop dialog.

\*/

protected AlertDialog.Builder initShopDialog() {

// Build shop dialog

final Player player = gameView.game.player;

final String[] items = {

"Hat - " + ShopSettings.PRICE\_HAT + "$",

"TNT - " + ShopSettings.PRICE\_TNT + "$",

"Power up - " + ShopSettings.PRICE\_POWERUP + "$"};

final int[] prices = new int[3];

prices[0] = ShopSettings.PRICE\_HAT;

prices[1] = ShopSettings.PRICE\_TNT;

prices[2] = ShopSettings.PRICE\_POWERUP;

AlertDialog.Builder builder = new AlertDialog.Builder(this);

builder.setTitle("Shop");

builder.setItems(items, new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int itemID) {

//Check if player has more money than the item's price

if (player.money >= prices[itemID]) {

//Check if adding was successful

if (inventory.addItemToInventory(itemID)) {

//Decrease the money from the player

player.withdrawMoney(prices[itemID]);

} else {

//No room in inventory

Toast toast = Toast

.makeText(

getApplicationContext(),

"No free slots! :( Please manage your inventory carefuly next time!",

Toast.LENGTH\_LONG);

toast.show();

}//else

}//if

else {

Toast toast = Toast.makeText(getApplicationContext(),

"You have insufficient funds.", Toast.LENGTH\_LONG);

toast.show();

}

}

});//done set items for alert dialog builder

builder.setNegativeButton("Cancel",

new DialogInterface.OnClickListener() {

@Override

public void onClick(DialogInterface dialog, int id) {

// We dont need to do anything. Exit dialog.

}

});

return builder;

}// createShopDialog

/\*\*

\* When clicked on shop

\*

\* @param v

\* View clicked on.

\*/

public void onClickedShop(View v) {

Log.d("HUD", "Clicked on shop");

shopDialog.show();

}

/\*\*

\* Activity manage touch events. Actions: Swipe left,right,up,down to move

\* the player. Or maybe press the shop. Or maybe press the inventory slots.

\*/

@Override

public boolean onTouchEvent(MotionEvent event) {

switch (event.getAction()) {

case MotionEvent.ACTION\_DOWN:

x1 = (int) event.getX();

y1 = (int) event.getY();

break;

case MotionEvent.ACTION\_UP:

x2 = (int) event.getX();

y2 = (int) event.getY();

dx = (x2 - x1);

dy = (y2 - y1);

// Now we check direction of movement.

// Check if Oops!

if (Math.abs(dx) >= MOVE\_RADIUS || Math.abs(dy) >= MOVE\_RADIUS) {

// Left or right

if (Math.abs(dx) > Math.abs(dy)) {

if (dx < 0)

direction = DIRECTION\_LEFT;

else

direction = DIRECTION\_RIGHT;

}

// Up or down

else {

if (dy < 0)

direction = DIRECTION\_UP;

else

direction = DIRECTION\_DOWN;

}

}// if check direction

}// switch

// Move player according to swipe

if (!isPlayerMoving && direction != DIRECTION\_OOPS) {

// If no moving, and direction NOT Oops!, move automatically.

isPlayerMoving = true;

// Auto move player

gameView.game.player.autoMoveToDirection(direction);

}// if not moving

// Check if play needs to stop automoving

else if (isPlayerMoving && direction == DIRECTION\_OOPS) {

// If moving, and direction Oops!, stop moving automatically.

isPlayerMoving = false;

// Stop auto move player.

gameView.game.player.autoMove = false;

gameView.game.player.autoMoveToDirection(direction);

}// else moving

// Reset direction.

direction = DIRECTION\_OOPS;

return true;

}// onTouchEvent

@Override

public void onDestroy() {

Log.d(LOG\_TAG, "onDestroy()");

SharedPreferences pref = getSharedPreferences(Settings.SharedPreferncesSettings.SHARED\_PREFERENCES\_NAME, 0);

int highestScore = pref.getInt(Settings.SharedPreferncesSettings.SHARED\_PREFERENCES\_KEY\_SCORE, 0);

int thisGameScore = gameView.game.map.highScore;

Log.d(LOG\_TAG,"highestScore: " + highestScore + " , thisGameScore: " + thisGameScore);

if(thisGameScore > highestScore) {

Editor e = pref.edit();

e.putInt(Settings.SharedPreferncesSettings.SHARED\_PREFERENCES\_KEY\_SCORE, thisGameScore);

e.commit();

Log.d(LOG\_TAG,"High score is now changed to " + pref.getInt(Settings.SharedPreferncesSettings.SHARED\_PREFERENCES\_KEY\_SCORE, -1));

}

super.onDestroy();

}

@Override

public void onBackPressed() {

Log.d(LOG\_TAG,"onBackPressed()");

super.onBackPressed();

}

/\*\*

\* When game is finished we return a result code, if the player quit or the game is over.

\*/

@Override

public void finish() {

Log.d(LOG\_TAG, "finish()");

//If it was game over do something

if(gameView.game.isGameOver == true) {

Log.d(LOG\_TAG,"Game finished. State: Game over");

Intent i = getIntent();

i.putExtra(GameState.STATE\_KEY, GameState.GAME\_OVER);

setResult(GameState.GAME\_REQUEST\_CODE, i);

}

//It was probably quit game

else {

Log.d(LOG\_TAG,"Game finished. State: Game quit");

Intent i = getIntent();

i.putExtra(GameState.STATE\_KEY, GameState.GAME\_QUIT);

setResult(GameState.GAME\_REQUEST\_CODE, i);

}

gameView.game.stopGame();

super.finish();

}

@Override

public void onResume() {

super.onResume();

Log.d(LOG\_TAG,"onResume()");

gameView.game.resume();

}

@Override

public void onRestart() {

super.onRestart();

Log.d(LOG\_TAG,"onRestart()");

isFirstTime = false;

}

@Override

public void onPause() {

super.onPause();

Log.d(LOG\_TAG,"onPause()");

gameView.game.pause();

}

}// class GameActivity

17: GameView

package com.shlomi.golemland.game.GameContainers;

import com.shlomi.golemland.Initialization.Settings;

import com.shlomi.golemland.game.Core.Mobs.Player;

import android.app.Activity;

import android.graphics.Canvas;

import android.util.DisplayMetrics;

import android.util.Log;

import android.view.View;

/\*\*

\* Game view show to the user the game.

\* @author Shlomi

\*

\*/

public class GameView extends View {

public Game game;

private static float xScale, yScale;

/\*\*

\* Used to scale the game to fit any device!

\*/

private float widthOfScreen,heightOfScreen;

// When the player is initialyzed, get the x and y of the start point.

private int xStartPlayer, yStartPlayer;

// Pointers

public Player player;

private final String LOG\_TAG = GameView.class.getSimpleName();

/\*\*

\* New GameView.

\* @param gameActivity Activity of GameActivity

\* @param mapToOpenPath Map to open string path like so:

\* @param widthOfScreen

\* @param heightOfScreen

\*/

public GameView(Activity gameActivity, String mapToOpenPath, int widthOfScreen, int heightOfScreen) {

super(gameActivity.getApplicationContext());

game = new Game(gameActivity, mapToOpenPath);

player = game.player;

xStartPlayer = player.getX();

yStartPlayer = player.getY();

this.widthOfScreen = widthOfScreen;

this.heightOfScreen = heightOfScreen;

//Here we initialize the game to fit the device's resolution - super important

DisplayMetrics dm = new DisplayMetrics();

gameActivity.getWindowManager().getDefaultDisplay().getMetrics(dm);

float density = dm.density;

Log.d(LOG\_TAG, "Density = " + density);

xScale = density;

yScale = density;

xScale = (float) (xScale \* Settings.TEXTURE\_X\_SCALE);

yScale = (float) (yScale \* Settings.TEXTURE\_Y\_SCALE);

}// Constructor

@Override

protected void onDraw(Canvas canvas) {

super.onDraw(canvas);

// Save the current state of the canvas

canvas.save();

// Translate to make the center of view to player

canvas.translate(

widthOfScreen / 2 - xStartPlayer - Settings.TILE\_WIDTH\_AND\_HEIGHT - player.horizontalSteps \* Settings.TILE\_WIDTH\_AND\_HEIGHT,

heightOfScreen / 2 - yStartPlayer - Settings.TILE\_WIDTH\_AND\_HEIGHT - player.verticalSteps \* Settings.TILE\_WIDTH\_AND\_HEIGHT);

// Scale the view

canvas.scale(xScale, yScale, player.getX(), player.getY());

// Draw the game

game.drawGame(canvas);

// Restore canvas after changes

canvas.restore();

// Repeat drawing

invalidate();

}// onDraw

}// class

18: GameOverScreen

package com.shlomi.golemland.Initialization.Activities;

import com.shlomi.golemland.R;

import com.shlomi.golemland.Initialization.SoundSystem;

import android.app.Activity;

import android.os.Bundle;

import android.view.View;

/\*\*

\* When game is over, this activity will launch.

\* @author Shlomi

\*

\*/

public class GameOverScreen extends Activity {

private SoundSystem ss;

@Override

public void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.game\_over);

ss = MainMenuActivity.getSoundSystem();

ss.stopMusic();

ss.playGameOverSound();

}

/\*\*

\* When clicked okey, exit activity and stop playing "Game Over" music

\* @param view

\*/

public void onClickOk(View view) {

ss.playMusic();

finish();

}

}

19: LevelsMenuActivity

package com.shlomi.golemland.Initialization.Activities;

import com.shlomi.golemland.R;

import com.shlomi.golemland.Initialization.LevelButtonsAdapter;

import com.shlomi.golemland.game.Core.Constants.GameState;

import android.app.Activity;

import android.content.Intent;

import android.os.Bundle;

import android.util.Log;

import android.view.View;

import android.widget.AdapterView;

import android.widget.AdapterView.OnItemClickListener;

import android.widget.GridView;

/\*\*

\* Select levels activity.

\* @author Shlomi

\*

\*/

public class LevelsMenuAcitivty extends Activity {

private static int CURRENT\_LEVEL\_NUMBER = 0;

private final String LOG\_TAG = LevelsMenuAcitivty.class.getSimpleName();

@Override

public void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

Log.d(LOG\_TAG,"onCreate()");

setContentView(R.layout.levels);

final String[] items = new String[] { "1", "2", "3", "4", "5", "6" };

final GridView gridView = (GridView) findViewById(R.id.gridLevels);

LevelButtonsAdapter gridAdapter = new LevelButtonsAdapter(this, items);

gridView.setAdapter(gridAdapter);

gridView.setOnItemClickListener(new OnItemClickListener() {

@Override

public void onItemClick(AdapterView<?> parent, View view,

int position, long id) {

MainMenuActivity.getSoundSystem().playButtonPush();

loadLevel((String) (gridView.getItemAtPosition(position)));

}

});

}// onCreate

/\*\*

\* Load a level and start game activity

\* @param mapID String representing the map id. ( 1-6 )

\*/

private void loadLevel(String mapID) {

// LOAD THE GAME !!! (With selected id)

int levelToOpen = Integer.parseInt(mapID);

if (CURRENT\_LEVEL\_NUMBER == 0)

CURRENT\_LEVEL\_NUMBER = levelToOpen;

System.out.println("LOADING LEVEL: " + levelToOpen);

// New intent, give it parameter

Intent intent = new Intent(this,

com.shlomi.golemland.game.GameContainers.GameActivity.class);

Bundle b = new Bundle();

b.putInt("level\_id", levelToOpen);

b.putInt("screen\_width", this.getWindow().getDecorView().getWidth());

b.putInt("screen\_height", this.getWindow().getDecorView().getHeight());

intent.putExtras(b); // Put your id to your next Intent

Log.d(LOG\_TAG,"Starting activity with request code of " + GameState.GAME\_REQUEST\_CODE);

startActivityForResult(intent, GameState.GAME\_REQUEST\_CODE);

}// loadLevel

/\*\*

\* When game activity activity is destroyed, it sends resultCode that tells if the game was over or the user quit.

\*/

@Override

protected void onActivityResult(int requestCode, int resultCode, Intent data) {

super.onActivityResult(requestCode, resultCode, data);

Log.d(LOG\_TAG, "onActivityResult() REQUEST = " + requestCode + " RESULT = " + resultCode);

int game\_state = -1;

if(data != null)

game\_state = data.getExtras().getInt(GameState.STATE\_KEY);

if(game\_state == GameState.GAME\_OVER){

Log.d(LOG\_TAG,"Game over");

showGameOverScreen();

}

if(game\_state == GameState.GAME\_QUIT){

Log.d(LOG\_TAG,"Game quit");

}

}

/\*\*

\* Show game over screen. (Open new a activity)

\*/

private void showGameOverScreen() {

GameOverScreen gos = new GameOverScreen();

Intent intent = new Intent(this,GameOverScreen.class);

startActivity(intent);

}

@Override

public void onResume() {

super.onResume();

Log.d(LOG\_TAG,"onResume()");

MainMenuActivity.getSoundSystem().playMusic();

}

@Override

public void onPause() {

super.onPause();

Log.d(LOG\_TAG,"onPause()");

MainMenuActivity.getSoundSystem().stopMusic();

}

}// class

20: MainMenuActivity

package com.shlomi.golemland.Initialization.Activities;

import com.shlomi.golemland.R;

import com.shlomi.golemland.Initialization.Settings;

import com.shlomi.golemland.Initialization.SoundSystem;

import android.os.Bundle;

import android.app.Activity;

import android.app.AlertDialog;

import android.content.Intent;

import android.content.SharedPreferences;

import android.util.Log;

import android.view.View;

import android.widget.TextView;

public class MainMenuActivity extends Activity implements Settings {

//Static variable so other classes can access it.

private static SoundSystem soundSystem;

private final String LOG\_TAG = MainMenuActivity.class.getSimpleName();

@Override

public void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

//Create new sound system.

soundSystem = new SoundSystem(getApplicationContext());

}// onCreate

/\*\*

\* Called when user clicks on levels.

\* @param v

\*/

public void onClickLevels(View v) {

soundSystem.playButtonPush();

Intent intent = new Intent(this, LevelsMenuAcitivty.class);

startActivity(intent);

}// onClickLevels

/\*\*

\* Called when user clicks on credits.

\* @param v

\*/

public void onClickCredits(View v) {

soundSystem.playButtonPush();

// Create new builder

AlertDialog.Builder builder = new AlertDialog.Builder(this);

builder.setTitle("Credits");

// Create multi choise menu

builder.setMessage("Shlomi Domnenko\nCreated in Java\n\nThank you for playing my game :)");

builder.setPositiveButton("Ok", null);

// Show dialog

builder.create().show();

}// onClickCredits

/\*\*

\* Return the sound system, so other classes can play music.

\* @return

\*/

public static SoundSystem getSoundSystem() {

return soundSystem;

}

/\*\*

\* Called when the main activity done loading. It sets the "Cakes eaten" text to the highest score

\* that is stored in memory.

\*/

private void setHighestScoreText() {

SharedPreferences pref = getSharedPreferences(Settings.SharedPreferncesSettings.SHARED\_PREFERENCES\_NAME, 0);

int highestScore = pref.getInt(Settings.SharedPreferncesSettings.SHARED\_PREFERENCES\_KEY\_SCORE, 0);

Log.d(LOG\_TAG,"Highest score: " + highestScore);

TextView scoreText = (TextView)(findViewById(R.id.highScoreTextScore));

scoreText.setText(""+highestScore);

}

@Override

public void onResume() {

super.onResume();

Log.d(LOG\_TAG,"onResume()");

setHighestScoreText();

soundSystem.playMusic();

}

@Override

public void onPause() {

super.onPause();

Log.d(LOG\_TAG,"onPause()");

soundSystem.stopMusic();

}

}// class

21: LevelButtonsAdapter

package com.shlomi.golemland.Initialization;

import com.shlomi.golemland.R;

import android.content.Context;

import android.view.LayoutInflater;

import android.view.View;

import android.view.ViewGroup;

import android.widget.BaseAdapter;

import android.widget.Button;

/\*\*

\* This class is for level select menu design only.

\*

\* @author Shlomi

\*

\*/

public class LevelButtonsAdapter extends BaseAdapter {

private Context context;

private String[] items;

LayoutInflater inflater;

public LevelButtonsAdapter(Context context, String[] items) {

this.context = context;

this.items = items;

inflater = (LayoutInflater) this.context

.getSystemService(Context.LAYOUT\_INFLATER\_SERVICE);

}

@Override

public View getView(int position, View convertView, ViewGroup parent) {

if (convertView == null) {

convertView = inflater.inflate(R.layout.level\_cell, null);

}

Button button = (Button) convertView.findViewById(R.id.grid\_item);

button.setSoundEffectsEnabled(false);

button.setText(items[position]);

return convertView;

}

@Override

public int getCount() {

return items.length;

}

@Override

public Object getItem(int position) {

return items[position];

}

@Override

public long getItemId(int position) {

return position;

}

}// class

22: Settings

**package** com.shlomi.golemland.Initialization;

/\*\*

\* Important interface that holds all the settings for the game, with sub-interfaces settings.

\* **@author** Shlomi

\*

\*/

**public** **abstract** **interface** Settings {

/\*\*

\* Swipe left, right up or down radius. (Less = less distance to move finger

\* to move player)

\*/

**public** **final** **int** *MOVE\_RADIUS* = 60;

/\*\*

\* Super important! Only change this if you change the whole textures to

\* diffirent resolution.

\*/

**public** **final** **int** *TILE\_WIDTH\_AND\_HEIGHT* = 32;

/\*\*

\* Scale the texture by factor, only X

\*/

**public** **final** **double** *TEXTURE\_X\_SCALE* = 1.25;

/\*\*

\* Scale the texture by factor, only Y

\*/

**public** **final** **double** *TEXTURE\_Y\_SCALE* = 1.25;

/\*\*

\* Memory settings

\* **@author** Shlomi

\*

\*/

**public** **abstract** **interface** SharedPreferncesSettings {

/\*\*

\* Name of SharedPrefrences that store values.

\*/

**public** **final** String *SHARED\_PREFERENCES\_NAME* = "MyShare";

/\*\*

\* Key code of the high score.

\*/

**public** **final** String *SHARED\_PREFERENCES\_KEY\_SCORE* = "HighScore";

}

/\*\*

\* Every tick / update settings

\* **@author** Shlomi

\*

\*/

**public** **abstract** **interface** TickSettings {

/\*\*

\* For every number of ticks, the cake will spawn randomlly based on

\* this number. <br>

\* <br>

\* Greater number = longer spawn<br>

\* Lower number = shorter spawn<br>

\* <br>

\* Note: This number must be above 0 ! If its 0 then the cake will never

\* despawn, since it will spawn in the next update

\*/

**public** **final** **int** *CAKE\_SPAWN\_TICKS* = 30;

/\*\*

\* Every tick monster has change to stay in place. Increase this value

\* for rare events. Decrease this value for more often waiting. <br>

\* <br>

\* WARNING DO NOT PUT THIS VALUE BELOW 0

\*/

**public** **final** **int** *MONSTER\_CHANCE\_TO\_WAIT* = 5;

/\*\*

\* Amount for ticks for tnt to explode.<br>

\* <br>

\* Greater number = longer to explode<br>

\* Lower number = shorter to explode

\*/

**public** **final** **int** *TNT\_TICKS\_TO\_EXPLODE* = 6;

/\*\*

\* Ticks to update the game. (Lower = faster)

\*/

**public** **final** **int** *GAME\_THREAD\_TICKS* = 350;

/\*\*

\* Ticks to wear off the power up effect

\*/

**public** **final** **int** *EFFECT\_POWERUP\_TICKS\_TO\_WEAR\_OFF* = 30;

}

/\*\*

\* Player settings, like starting health, starting money and ect.

\* **@author** Shlomi

\*

\*/

**public** **abstract** **interface** PlayerSettings {

/\*\*

\* Starting health of player

\*/

**public** **final** **int** *PLAYER\_STARTING\_HEALTH* = 99;

/\*\*

\* Amount of damage absorbed by player when hit creeper

\*/

**public** **final** **int** *PLAYER\_HIT\_DAMAGE* = 1;

/\*\*

\* Starting money for player. <br>

\* Must be positive.

\*/

**public** **final** **int** *PLAYER\_STARTING\_MONEY* = 50;

}

/\*\*

\* Settings of mobs.

\*/

**public** **abstract** **interface** MobSettings {

/\*\*

\* Damage when mob got hit by TNT.

\*/

**public** **final** **int** *DAMAGE\_TNT* = PlayerSettings.*PLAYER\_HIT\_DAMAGE* \* 2;

/\*\*

\* Starting health of any mob.

\*/

**public** **final** **int** *MOB\_HEALTH* = 4;

}

/\*\*

\* Sound settings, like volume

\* **@author** Shlomi

\*

\*/

**public** **abstract** **interface** SoundSettings {

/\*\*

\* Multiplier music volume, between 0.0f(No sound) to 1.0f(Max volume)

\*/

**public** **final** **float** *MUSIC\_VOLUME\_MULTIPLIER* = 0.3f;

/\*\*

\* Multiplier sounds volume, between 0.0f(No sound) to 1.0f(Max volume)

\*/

**public** **final** **float** *SOUNDS\_VOLUME\_MULTIPLIER* = 1f;

}

/\*\*

\* Shop prices.

\* **@author** Shlomi

\*

\*/

**public** **abstract** **interface** ShopSettings {

/\*\*

\* Price (in the shop) for hat

\*/

**public** **final** **int** *PRICE\_HAT* = 5;

/\*\*

\* Price (in the shop) for tnt

\*/

**public** **final** **int** *PRICE\_TNT* = 10;

/\*\*

\* Price (in the shop) for power up

\*/

**public** **final** **int** *PRICE\_POWERUP* = 50;

**public** **final** **int** *ID\_NO\_ITEM* = -1;

**public** **final** **int** *ID\_HAT* = 0;

**public** **final** **int** *ID\_TNT* = 1;

**public** **final** **int** *ID\_POWERUP* = 2;

}

/\*\*

\* Inventory status : Put tnt, do nothing, use powerup, cannot place tnt...

\*/

**public** **abstract** **interface** InventoryStatus {

/\*\*

\* Return this value in Inventory.slotClicked and return the result.

\*/

**public** **final** **int** *DO\_NOTHING* = -1,*PLACE\_TNT* = 0,*USE\_POWERUP* = 1,*CANNOT\_PLACE\_TNT* = 2;

}

}

23: SoundSystem

package com.shlomi.golemland.Initialization;

import com.shlomi.golemland.R;

import com.shlomi.golemland.Initialization.Settings.SoundSettings;

import android.content.Context;

import android.media.AudioManager;

import android.media.MediaPlayer;

import android.media.SoundPool;

/\*\*

\* Public class that others can use, user can access songs / play diffirent sounds.

\* @author Shlomi

\*

\*/

public final class SoundSystem extends SoundPool implements SoundSettings {

/\*\*

\* ID of sounds.

\*/

private int player\_hit, level\_select\_button\_push,

tnt\_explode, game\_over\_sound,player\_hit\_tnt, power\_up;

/\*\*

\* Media player is good for long songs - like music, unlike SoundPool that is good for quick sounds.

\*/

private MediaPlayer backgroundMusicPlayer;

/\*\*

\* Volume.

\*/

private static float VOLUME\_L = SOUNDS\_VOLUME\_MULTIPLIER, VOLUME\_R = SOUNDS\_VOLUME\_MULTIPLIER;

private int STREAM\_POWER\_UP;

/\*\*

\* Create sound system

\*

\* @param context

\* Load sound from context

\*/

public SoundSystem(Context context) {

super(5, AudioManager.STREAM\_MUSIC, 0);

// Initialize id's and load sounds to sound pool

player\_hit = load(context, R.raw.player\_hit\_monster, 1);

level\_select\_button\_push = load(context, R.raw.btn\_push, 1);

tnt\_explode = load(context, R.raw.explosion, 1);

game\_over\_sound = load(context, R.raw.game\_over,1);

player\_hit\_tnt = load(context,R.raw.player\_hit\_tnt,1);

power\_up = load(context, R.raw.super\_mario\_powerup\_song,1);

// Initialize background music media player.

backgroundMusicPlayer = MediaPlayer.create(

context.getApplicationContext(), R.raw.game\_music);

backgroundMusicPlayer.start();

backgroundMusicPlayer.setLooping(true);

backgroundMusicPlayer.setVolume(MUSIC\_VOLUME\_MULTIPLIER,

MUSIC\_VOLUME\_MULTIPLIER);

}

/\*\*

\* Play player hit sound.<br>

\* Music volume is reduced by half, because it it noicy.

\*/

public void playPlayerHit() {

play(player\_hit, VOLUME\_L / 2, VOLUME\_R / 2, 0, 0, 1.0f);

}

/\*\*

\* Play player hit sound by tnt

\*/

public void playPlayerHitTNT() {

play(player\_hit\_tnt, VOLUME\_L, VOLUME\_R, 0, 0, 1.0f);

}

/\*\*

\* Play sound of button when pushed

\*/

public void playButtonPush() {

play(level\_select\_button\_push, VOLUME\_L, VOLUME\_R, 0, 0, 1.0f);

}

/\*\*

\* Play tnt sound when explode

\*/

public void playTNTExplodeSound() {

play(tnt\_explode, VOLUME\_L, VOLUME\_R, 0, 0, 1.0f);

}

/\*\*

\* Play game over sound music

\*/

public void playGameOverSound() {

play(game\_over\_sound, VOLUME\_L, VOLUME\_R, 0, 0, 1.0f);

}

/\*\*

\* Stop background music

\*/

public void stopMusic() {

backgroundMusicPlayer.pause();

}

/\*\*

\* Play the background music.

\*/

public void playMusic() {

backgroundMusicPlayer.start();

}

/\*\*

\* Play powerup music.

\*/

public void playPowerupMusic() {

STREAM\_POWER\_UP = play(power\_up, VOLUME\_L, VOLUME\_R, 0, -1, 1.0f);

}

/\*\*

\* Stop playing powerup music.

\*/

public void stopPowerupMusic() {

stop(STREAM\_POWER\_UP);

}

}



Java documentation

# Package com.shlomi.golemland.Initialization.Activities

|  |  |
| --- | --- |
| **Class Summary** | |
| **Class** | **Description** |
| [**GameOverScreen**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\GameOverScreen.html) | When game is over, this activity will launch. |
| [**LevelsMenuAcitivty**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\LevelsMenuAcitivty.html) | Select levels activity. |
| [**MainMenuActivity**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\MainMenuActivity.html) |  |

com.shlomi.golemland.Initialization.Activities

## Class MainMenuActivity

* java.lang.Object
  + Activity
    - com.shlomi.golemland.Initialization.Activities.MainMenuActivity
* **All Implemented Interfaces:**

[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public class **MainMenuActivity**

extends Activity

implements [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

### *Nested Class Summary*

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**MainMenuActivity**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\MainMenuActivity.html#MainMenuActivity--)() |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Static Methods**](javascript:show(1);)[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| static [**SoundSystem**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html) | [**getSoundSystem**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\MainMenuActivity.html#getSoundSystem--)()  Return the sound system, so other classes can play music. |
| void | [**onClickCredits**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\MainMenuActivity.html#onClickCredits-View-)(View v)  Called when user clicks on credits. |
| void | [**onClickLevels**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\MainMenuActivity.html#onClickLevels-View-)(View v)  Called when user clicks on levels. |
| void | [**onCreate**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\MainMenuActivity.html#onCreate-Bundle-)(Bundle savedInstanceState) |
| void | [**onPause**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\MainMenuActivity.html#onPause--)() |
| void | [**onResume**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\MainMenuActivity.html#onResume--)() |

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Constructor Detail*

#### MainMenuActivity

public MainMenuActivity()

### *Method Detail*

#### onCreate

public void onCreate(Bundle savedInstanceState)

#### onClickLevels

public void onClickLevels(View v)

Called when user clicks on levels.

**Parameters:**

v -

#### onClickCredits

public void onClickCredits(View v)

Called when user clicks on credits.

**Parameters:**

v -

#### getSoundSystem

public static [SoundSystem](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html) getSoundSystem()

Return the sound system, so other classes can play music.

**Returns:**

#### onResume

public void onResume()

#### onPause

public void onPause()

com.shlomi.golemland.Initialization.Activities

## Class LevelsMenuAcitivty

* java.lang.Object
  + Activity
    - com.shlomi.golemland.Initialization.Activities.LevelsMenuAcitivty

public class **LevelsMenuAcitivty**

extends Activity

Select levels activity.

**Author:**

Shlomi

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**LevelsMenuAcitivty**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\LevelsMenuAcitivty.html#LevelsMenuAcitivty--)() |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**onCreate**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\LevelsMenuAcitivty.html#onCreate-Bundle-)(Bundle savedInstanceState) |
| void | [**onPause**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\LevelsMenuAcitivty.html#onPause--)() |
| void | [**onResume**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\LevelsMenuAcitivty.html#onResume--)() |

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Constructor Detail*

#### LevelsMenuAcitivty

public LevelsMenuAcitivty()

### *Method Detail*

#### onCreate

public void onCreate(Bundle savedInstanceState)

#### onResume

public void onResume()

#### onPause

public void onPause()

com.shlomi.golemland.Initialization.Activities

## Class GameOverScreen

* java.lang.Object
  + Activity
    - com.shlomi.golemland.Initialization.Activities.GameOverScreen

public class **GameOverScreen**

extends Activity

When game is over, this activity will launch.

**Author:**

Shlomi

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**GameOverScreen**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\GameOverScreen.html#GameOverScreen--)() |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**onClickOk**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\GameOverScreen.html#onClickOk-View-)(View view)  When clicked okey, exit activity and stop playing "Game Over" music |
| void | [**onCreate**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\GameOverScreen.html#onCreate-Bundle-)(Bundle savedInstanceState) |

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Constructor Detail*

#### GameOverScreen

public GameOverScreen()

### *Method Detail*

#### onCreate

public void onCreate(Bundle savedInstanceState)

#### onClickOk

public void onClickOk(View view)

When clicked okey, exit activity and stop playing "Game Over" music

**Parameters:**

view -

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# Package com.shlomi.golemland.Initialization

|  |  |
| --- | --- |
| **Interface Summary** | |
| **Interface** | **Description** |
| [**Settings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html) | Important interface that holds all the settings for the game, with sub-interfaces settings. |
| [**Settings.InventoryStatus**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html) | Inventory status : Put tnt, do nothing, use powerup, cannot place tnt... |
| [**Settings.MobSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html) | Settings of mobs. |
| [**Settings.PlayerSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html) | Player settings, like starting health, starting money and ect. |
| [**Settings.SharedPreferncesSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html) | Memory settings |
| [**Settings.ShopSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html) | Shop prices. |
| [**Settings.SoundSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html) | Sound settings, like volume |
| [**Settings.TickSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html) | Every tick / update settings |

|  |  |
| --- | --- |
| **Class Summary** | |
| **Class** | **Description** |
| [**LevelButtonsAdapter**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\LevelButtonsAdapter.html) | This class is for level select menu design only. |
| [**SoundSystem**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html) | Public class that others can use, user can access songs / play diffirent sounds. |

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com.shlomi.golemland.Initialization

## Interface Settings

* **All Known Implementing Classes:**

[Cake](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Cake.html), [Game](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html), [GameActivity](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html), [MainMenuActivity](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Activities\MainMenuActivity.html), [Map](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html), [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html), [Monster](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Monster.html), [MonsterBehaviorSystem](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html), [Player](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html), [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html), [TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html)

public interface **Settings**

Important interface that holds all the settings for the game, with sub-interfaces settings.

**Author:**

Shlomi

### *Nested Class Summary*

|  |  |
| --- | --- |
| **Nested Classes** | |
| **Modifier and Type** | **Interface and Description** |
| static interface | [**Settings.InventoryStatus**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html)  Inventory status : Put tnt, do nothing, use powerup, cannot place tnt... |
| static interface | [**Settings.MobSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html)  Settings of mobs. |
| static interface | [**Settings.PlayerSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html)  Player settings, like starting health, starting money and ect. |
| static interface | [**Settings.SharedPreferncesSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html)  Memory settings |
| static interface | [**Settings.ShopSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html)  Shop prices. |
| static interface | [**Settings.SoundSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html)  Sound settings, like volume |
| static interface | [**Settings.TickSettings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)  Every tick / update settings |

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static int | [**MOVE\_RADIUS**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS)  Swipe left, right up or down radius. |
| static double | [**TEXTURE\_X\_SCALE**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE)  Scale the texture by factor, only X |
| static double | [**TEXTURE\_Y\_SCALE**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE)  Scale the texture by factor, only Y |
| static int | [**TILE\_WIDTH\_AND\_HEIGHT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)  Super important! Only change this if you change the whole textures to diffirent resolution. |

### *Field Detail*

#### MOVE\_RADIUS

static final int MOVE\_RADIUS

Swipe left, right up or down radius. (Less = less distance to move finger to move player)

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.MOVE_RADIUS)

#### TILE\_WIDTH\_AND\_HEIGHT

static final int TILE\_WIDTH\_AND\_HEIGHT

Super important! Only change this if you change the whole textures to diffirent resolution.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.TILE_WIDTH_AND_HEIGHT)

#### TEXTURE\_X\_SCALE

static final double TEXTURE\_X\_SCALE

Scale the texture by factor, only X

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.TEXTURE_X_SCALE)

#### TEXTURE\_Y\_SCALE

static final double TEXTURE\_Y\_SCALE

Scale the texture by factor, only Y

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.TEXTURE_Y_SCALE)

com.shlomi.golemland.Initialization

## Interface Settings.InventoryStatus

* **Enclosing interface:**

[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public static interface **Settings.InventoryStatus**

Inventory status : Put tnt, do nothing, use powerup, cannot place tnt...

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static int | [**CANNOT\_PLACE\_TNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html#CANNOT_PLACE_TNT)  Return this value in Inventory.slotClicked and return the result. |
| static int | [**DO\_NOTHING**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html#DO_NOTHING)  Return this value in Inventory.slotClicked and return the result. |
| static int | [**PLACE\_TNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html#PLACE_TNT)  Return this value in Inventory.slotClicked and return the result. |
| static int | [**USE\_POWERUP**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html#USE_POWERUP)  Return this value in Inventory.slotClicked and return the result. |

### *Field Detail*

#### DO\_NOTHING

static final int DO\_NOTHING

Return this value in Inventory.slotClicked and return the result.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.InventoryStatus.DO_NOTHING)

#### PLACE\_TNT

static final int PLACE\_TNT

Return this value in Inventory.slotClicked and return the result.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.InventoryStatus.PLACE_TNT)

#### USE\_POWERUP

static final int USE\_POWERUP

Return this value in Inventory.slotClicked and return the result.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.InventoryStatus.USE_POWERUP)

#### CANNOT\_PLACE\_TNT

static final int CANNOT\_PLACE\_TNT

Return this value in Inventory.slotClicked and return the result.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.InventoryStatus.CANNOT_PLACE_TNT)

com.shlomi.golemland.Initialization

## Interface Settings.MobSettings

* **Enclosing interface:**

[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public static interface **Settings.MobSettings**

Settings of mobs.

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static int | [**DAMAGE\_TNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html#DAMAGE_TNT)  Damage when mob got hit by TNT. |
| static int | [**MOB\_HEALTH**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html#MOB_HEALTH)  Starting health of any mob. |

### *Field Detail*

#### DAMAGE\_TNT

static final int DAMAGE\_TNT

Damage when mob got hit by TNT.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.MobSettings.DAMAGE_TNT)

#### MOB\_HEALTH

static final int MOB\_HEALTH

Starting health of any mob.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.MobSettings.MOB_HEALTH)

com.shlomi.golemland.Initialization

## Interface Settings.PlayerSettings

* **Enclosing interface:**

[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public static interface **Settings.PlayerSettings**

Player settings, like starting health, starting money and ect.

**Author:**

Shlomi

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static int | [**PLAYER\_HIT\_DAMAGE**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html#PLAYER_HIT_DAMAGE)  Amount of damage absorbed by player when hit creeper |
| static int | [**PLAYER\_STARTING\_HEALTH**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html#PLAYER_STARTING_HEALTH)  Starting health of player |
| static int | [**PLAYER\_STARTING\_MONEY**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html#PLAYER_STARTING_MONEY)  Starting money for player. |

### *Field Detail*

#### PLAYER\_STARTING\_HEALTH

static final int PLAYER\_STARTING\_HEALTH

Starting health of player

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.PlayerSettings.PLAYER_STARTING_HEALTH)

#### PLAYER\_HIT\_DAMAGE

static final int PLAYER\_HIT\_DAMAGE

Amount of damage absorbed by player when hit creeper

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.PlayerSettings.PLAYER_HIT_DAMAGE)

#### PLAYER\_STARTING\_MONEY

static final int PLAYER\_STARTING\_MONEY

Starting money for player.   
Must be positive.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.PlayerSettings.PLAYER_STARTING_MONEY)

com.shlomi.golemland.Initialization

## Interface Settings.SharedPreferncesSettings

* **Enclosing interface:**

[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public static interface **Settings.SharedPreferncesSettings**

Memory settings

**Author:**

Shlomi

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static java.lang.String | [**SHARED\_PREFERENCES\_KEY\_SCORE**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html#SHARED_PREFERENCES_KEY_SCORE)  Key code of the high score. |
| static java.lang.String | [**SHARED\_PREFERENCES\_NAME**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html#SHARED_PREFERENCES_NAME)  Name of SharedPrefrences that store values. |

### *Field Detail*

#### SHARED\_PREFERENCES\_NAME

static final java.lang.String SHARED\_PREFERENCES\_NAME

Name of SharedPrefrences that store values.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.SharedPreferncesSettings.SHARED_PREFERENCES_NAME)

#### SHARED\_PREFERENCES\_KEY\_SCORE

static final java.lang.String SHARED\_PREFERENCES\_KEY\_SCORE

Key code of the high score.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.SharedPreferncesSettings.SHARED_PREFERENCES_KEY_SCORE)

com.shlomi.golemland.Initialization

## Interface Settings.ShopSettings

* **All Known Implementing Classes:**

[Inventory](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Inventory.html)

**Enclosing interface:**

[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public static interface **Settings.ShopSettings**

Shop prices.

**Author:**

Shlomi

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static int | [**ID\_HAT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#ID_HAT) |
| static int | [**ID\_NO\_ITEM**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#ID_NO_ITEM) |
| static int | [**ID\_POWERUP**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#ID_POWERUP) |
| static int | [**ID\_TNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#ID_TNT) |
| static int | [**PRICE\_HAT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#PRICE_HAT)  Price (in the shop) for hat |
| static int | [**PRICE\_POWERUP**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#PRICE_POWERUP)  Price (in the shop) for power up |
| static int | [**PRICE\_TNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#PRICE_TNT)  Price (in the shop) for tnt |

### *Field Detail*

#### PRICE\_HAT

static final int PRICE\_HAT

Price (in the shop) for hat

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.ShopSettings.PRICE_HAT)

#### PRICE\_TNT

static final int PRICE\_TNT

Price (in the shop) for tnt

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.ShopSettings.PRICE_TNT)

#### PRICE\_POWERUP

static final int PRICE\_POWERUP

Price (in the shop) for power up

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.ShopSettings.PRICE_POWERUP)

#### ID\_NO\_ITEM

static final int ID\_NO\_ITEM

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.ShopSettings.ID_NO_ITEM)

#### ID\_HAT

static final int ID\_HAT

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.ShopSettings.ID_HAT)

#### ID\_TNT

static final int ID\_TNT

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.ShopSettings.ID_TNT)

#### ID\_POWERUP

static final int ID\_POWERUP

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.ShopSettings.ID_POWERUP)

com.shlomi.golemland.Initialization

## Interface Settings.SoundSettings

* **All Known Implementing Classes:**

[SoundSystem](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html)

**Enclosing interface:**

[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public static interface **Settings.SoundSettings**

Sound settings, like volume

**Author:**

Shlomi

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static float | [**MUSIC\_VOLUME\_MULTIPLIER**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html#MUSIC_VOLUME_MULTIPLIER)  Multiplier music volume, between 0.0f(No sound) to 1.0f(Max volume) |
| static float | [**SOUNDS\_VOLUME\_MULTIPLIER**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html#SOUNDS_VOLUME_MULTIPLIER)  Multiplier sounds volume, between 0.0f(No sound) to 1.0f(Max volume) |

### *Field Detail*

#### MUSIC\_VOLUME\_MULTIPLIER

static final float MUSIC\_VOLUME\_MULTIPLIER

Multiplier music volume, between 0.0f(No sound) to 1.0f(Max volume)

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.SoundSettings.MUSIC_VOLUME_MULTIPLIER)

#### SOUNDS\_VOLUME\_MULTIPLIER

static final float SOUNDS\_VOLUME\_MULTIPLIER

Multiplier sounds volume, between 0.0f(No sound) to 1.0f(Max volume)

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.SoundSettings.SOUNDS_VOLUME_MULTIPLIER)

com.shlomi.golemland.Initialization

## Interface Settings.TickSettings

* **Enclosing interface:**

[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public static interface **Settings.TickSettings**

Every tick / update settings

**Author:**

Shlomi

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static int | [**CAKE\_SPAWN\_TICKS**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html#CAKE_SPAWN_TICKS)  For every number of ticks, the cake will spawn randomlly based on this number. |
| static int | [**EFFECT\_POWERUP\_TICKS\_TO\_WEAR\_OFF**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html#EFFECT_POWERUP_TICKS_TO_WEAR_OFF)  Ticks to wear off the power up effect |
| static int | [**GAME\_THREAD\_TICKS**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html#GAME_THREAD_TICKS)  Ticks to update the game. |
| static int | [**MONSTER\_CHANCE\_TO\_WAIT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html#MONSTER_CHANCE_TO_WAIT)  Every tick monster has change to stay in place. |
| static int | [**TNT\_TICKS\_TO\_EXPLODE**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html#TNT_TICKS_TO_EXPLODE)  Amount for ticks for tnt to explode.  Greater number = longer to explode Lower number = shorter to explode |

### *Field Detail*

#### CAKE\_SPAWN\_TICKS

static final int CAKE\_SPAWN\_TICKS

For every number of ticks, the cake will spawn randomlly based on this number.   
  
Greater number = longer spawn  
Lower number = shorter spawn  
  
Note: This number must be above 0 ! If its 0 then the cake will never despawn, since it will spawn in the next update

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.TickSettings.CAKE_SPAWN_TICKS)

#### MONSTER\_CHANCE\_TO\_WAIT

static final int MONSTER\_CHANCE\_TO\_WAIT

Every tick monster has change to stay in place. Increase this value for rare events. Decrease this value for more often waiting.   
  
WARNING DO NOT PUT THIS VALUE BELOW 0

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.TickSettings.MONSTER_CHANCE_TO_WAIT)

#### TNT\_TICKS\_TO\_EXPLODE

static final int TNT\_TICKS\_TO\_EXPLODE

Amount for ticks for tnt to explode.  
  
Greater number = longer to explode  
Lower number = shorter to explode

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.TickSettings.TNT_TICKS_TO_EXPLODE)

#### GAME\_THREAD\_TICKS

static final int GAME\_THREAD\_TICKS

Ticks to update the game. (Lower = faster)

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.TickSettings.GAME_THREAD_TICKS)

#### EFFECT\_POWERUP\_TICKS\_TO\_WEAR\_OFF

static final int EFFECT\_POWERUP\_TICKS\_TO\_WEAR\_OFF

Ticks to wear off the power up effect

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.Initialization.Settings.TickSettings.EFFECT_POWERUP_TICKS_TO_WEAR_OFF)

com.shlomi.golemland.Initialization

## Class LevelButtonsAdapter

* java.lang.Object
  + BaseAdapter
    - com.shlomi.golemland.Initialization.LevelButtonsAdapter

public class **LevelButtonsAdapter**

extends BaseAdapter

This class is for level select menu design only.

**Author:**

Shlomi

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**LevelButtonsAdapter**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\LevelButtonsAdapter.html#LevelButtonsAdapter-Context-java.lang.String:A-)(Context context, java.lang.String[] items) |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| int | [**getCount**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\LevelButtonsAdapter.html#getCount--)() |
| java.lang.Object | [**getItem**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\LevelButtonsAdapter.html#getItem-int-)(int position) |
| long | [**getItemId**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\LevelButtonsAdapter.html#getItemId-int-)(int position) |
| View | [**getView**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\LevelButtonsAdapter.html#getView-int-View-ViewGroup-)(int position, View convertView, ViewGroup parent) |

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Constructor Detail*

#### LevelButtonsAdapter

* + - public LevelButtonsAdapter(Context context,

java.lang.String[] items)

### *Method Detail*

#### getView

* + - public View getView(int position,
    - View convertView,

ViewGroup parent)

#### getCount

public int getCount()

#### getItem

public java.lang.Object getItem(int position)

#### getItemId

public long getItemId(int position)

com.shlomi.golemland.Initialization

## Class SoundSystem

* java.lang.Object
  + SoundPool
    - com.shlomi.golemland.Initialization.SoundSystem
* **All Implemented Interfaces:**

[Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html)

public final class **SoundSystem**

extends SoundPool

implements [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html)

Public class that others can use, user can access songs / play diffirent sounds.

**Author:**

Shlomi

### *Field Summary*

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html)

[MUSIC\_VOLUME\_MULTIPLIER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html#MUSIC_VOLUME_MULTIPLIER), [SOUNDS\_VOLUME\_MULTIPLIER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html#SOUNDS_VOLUME_MULTIPLIER)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**SoundSystem**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html#SoundSystem-Context-)(Context context)  Create sound system |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**playButtonPush**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html#playButtonPush--)()  Play sound of button when pushed |
| void | [**playGameOverSound**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html#playGameOverSound--)()  Play game over sound music |
| void | [**playMusic**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html#playMusic--)()  Play the background music. |
| void | [**playPlayerHit**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html#playPlayerHit--)()  Play player hit sound. Music volume is reduced by half, because it it noicy. |
| void | [**playPlayerHitTNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html#playPlayerHitTNT--)()  Play player hit sound by tnt |
| void | [**playPowerupMusic**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html#playPowerupMusic--)()  Play powerup music. |
| void | [**playTNTExplodeSound**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html#playTNTExplodeSound--)()  Play tnt sound when explode |
| void | [**stopMusic**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html#stopMusic--)()  Stop background music |
| void | [**stopPowerupMusic**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\SoundSystem.html#stopPowerupMusic--)()  Stop playing powerup music. |

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Constructor Detail*

#### SoundSystem

public SoundSystem(Context context)

Create sound system

**Parameters:**

context - Load sound from context

### *Method Detail*

#### playPlayerHit

public void playPlayerHit()

Play player hit sound.  
Music volume is reduced by half, because it it noicy.

#### playPlayerHitTNT

public void playPlayerHitTNT()

Play player hit sound by tnt

#### playButtonPush

public void playButtonPush()

Play sound of button when pushed

#### playTNTExplodeSound

public void playTNTExplodeSound()

Play tnt sound when explode

#### playGameOverSound

public void playGameOverSound()

Play game over sound music

#### stopMusic

public void stopMusic()

Stop background music

#### playMusic

public void playMusic()

Play the background music.

#### playPowerupMusic

public void playPowerupMusic()

Play powerup music.

#### stopPowerupMusic

public void stopPowerupMusic()

Stop playing powerup music.

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# Package com.shlomi.golemland.game.GameContainers

|  |  |
| --- | --- |
| **Class Summary** | |
| **Class** | **Description** |
| [**Game**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html) | Class game handle the game. |
| [**GameActivity**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html) | Game activity handles all touch events and is the container of the game. It initializes the game components. |
| [**GameView**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameView.html) | Game view show to the user the game. |

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com.shlomi.golemland.game.GameContainers

## Class Game

* java.lang.Object
  + com.shlomi.golemland.game.GameContainers.Game
* **All Implemented Interfaces:**

[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html), java.lang.Runnable

public class **Game**

extends java.lang.Object

implements java.lang.Runnable, [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

Class game handle the game.

**Author:**

Shlomi

### *Nested Class Summary*

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| [**Map**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) | [**map**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#map)  Map variable handle map stuff. |
| [**Player**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html) | [**player**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#player)  player,map is a pointer only. |

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**Game**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#Game-Activity-java.lang.String-)(Activity gameActivity, java.lang.String mapToOpenPath)  Create a new game object. |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**activityStarted**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#activityStarted-com.shlomi.golemland.game.GameContainers.GameActivity-com.shlomi.golemland.game.Core.Inventory-)([**GameActivity**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html) gameActivity, [**Inventory**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Inventory.html) inventory)  Method is called after game activity has been initialized. |
| void | [**drawGame**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#drawGame-Canvas-)(Canvas canvas)  Draw game. |
| void | [**pause**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#pause--)()  Pause the game |
| void | [**resume**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#resume--)()  Resume the game |
| void | [**run**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#run--)()  Main loop of the game. |
| void | [**setGameBackgroundImageAsNormal**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#setGameBackgroundImageAsNormal--)()  Update game backgorund to the normal background. |
| void | [**stopGame**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#stopGame--)()  Stop the game. |
| void | [**updateBackgroundColor**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#updateBackgroundColor--)()  Update game backgorund to random color; |
| void | [**updateHealthText**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#updateHealthText--)()  Update money text. |
| void | [**updateMoneyText**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#updateMoneyText--)()  Update money text. |
| void | [**updateScoreText**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#updateScoreText--)()  Update score text. |
| void | [**usePowerup**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html#usePowerup--)()  Called when user uses power up |

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Field Detail*

#### player

public [Player](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html) player

player,map is a pointer only. isActivityStarted = flag that tells if the game activity is started or not. gameThread = the main loop which will tick the game

#### map

public final [Map](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) map

Map variable handle map stuff.

### *Constructor Detail*

#### Game

* + - public Game(Activity gameActivity,

java.lang.String mapToOpenPath)

Create a new game object.

**Parameters:**

gameActivity - Activity to which connect.

mapToOpenPath - String of which map to open. (i.e.

### *Method Detail*

#### activityStarted

* + - public void activityStarted([GameActivity](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html) gameActivity,

[Inventory](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Inventory.html) inventory)

Method is called after game activity has been initialized. It initialized HUD, money text and health text.

#### updateMoneyText

public void updateMoneyText()

Update money text.

#### updateHealthText

public void updateHealthText()

Update money text.

#### updateScoreText

public void updateScoreText()

Update score text.

#### updateBackgroundColor

public void updateBackgroundColor()

Update game backgorund to random color;

#### setGameBackgroundImageAsNormal

public void setGameBackgroundImageAsNormal()

Update game backgorund to the normal background.

#### drawGame

public void drawGame(Canvas canvas)

Draw game.

**Parameters:**

canvas -

#### run

public void run()

Main loop of the game. Handles ticks.

**Specified by:**

run in interface java.lang.Runnable

#### stopGame

public void stopGame()

Stop the game. Running = false.

#### usePowerup

public void usePowerup()

Called when user uses power up

#### pause

public void pause()

Pause the game

#### resume

public void resume()

Resume the game

com.shlomi.golemland.game.GameContainers

## Class GameActivity

* java.lang.Object
  + Activity
    - com.shlomi.golemland.game.GameContainers.GameActivity
* **All Implemented Interfaces:**

[IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public class **GameActivity**

extends Activity

implements [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html), [IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html)

Game activity handles all touch events and is the container of the game.  
It initializes the game components.

**Author:**

Shlomi

### *Nested Class Summary*

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html)

[DIRECTION\_DOWN](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_DOWN), [DIRECTION\_LEFT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_LEFT), [DIRECTION\_OOPS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_OOPS), [DIRECTION\_RIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_RIGHT), [DIRECTION\_UP](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_UP)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**GameActivity**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#GameActivity--)() |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**finish**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#finish--)()  When game is finished we return a result code, if the player quit or the game is over. |
| void | [**onBackPressed**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#onBackPressed--)() |
| void | [**onClickedShop**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#onClickedShop-View-)(View v)  When clicked on shop |
| void | [**onClickSlot**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#onClickSlot-View-)(View v)  When clicked on inventory slot. |
| void | [**onCreate**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#onCreate-Bundle-)(Bundle savedInstanceState)  Create activity which will hold the game. |
| void | [**onDestroy**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#onDestroy--)() |
| void | [**onPause**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#onPause--)() |
| void | [**onRestart**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#onRestart--)() |
| void | [**onResume**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#onResume--)() |
| void | [**onStart**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#onStart--)()  After onCreate() method do this method. |
| boolean | [**onTouchEvent**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html#onTouchEvent-MotionEvent-)(MotionEvent event)  Activity manage touch events. |

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Constructor Detail*

#### GameActivity

public GameActivity()

### *Method Detail*

#### onCreate

public void onCreate(Bundle savedInstanceState)

Create activity which will hold the game.

#### onStart

public void onStart()

After onCreate() method do this method.

#### onClickSlot

public void onClickSlot(View v)

When clicked on inventory slot.

**Parameters:**

v - View clicked on.

#### onClickedShop

public void onClickedShop(View v)

When clicked on shop

**Parameters:**

v - View clicked on.

#### onTouchEvent

public boolean onTouchEvent(MotionEvent event)

Activity manage touch events. Actions: Swipe left,right,up,down to move the player. Or maybe press the shop. Or maybe press the inventory slots.

#### onDestroy

public void onDestroy()

#### onBackPressed

public void onBackPressed()

#### finish

public void finish()

When game is finished we return a result code, if the player quit or the game is over.

#### onResume

public void onResume()

#### onRestart

public void onRestart()

#### onPause

public void onPause()

com.shlomi.golemland.game.GameContainers

## Class GameView

* java.lang.Object
  + View
    - com.shlomi.golemland.game.GameContainers.GameView

public class **GameView**

extends View

Game view show to the user the game.

**Author:**

Shlomi

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| [**Game**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html) | [**game**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameView.html#game) |
| [**Player**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html) | [**player**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameView.html#player) |

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**GameView**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameView.html#GameView-Activity-java.lang.String-int-int-)(Activity gameActivity, java.lang.String mapToOpenPath, int widthOfScreen, int heightOfScreen)  New GameView. |

### *Method Summary*

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Field Detail*

#### game

public [Game](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\Game.html) game

#### player

public [Player](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html) player

### *Constructor Detail*

#### GameView

* + - public GameView(Activity gameActivity,
    - java.lang.String mapToOpenPath,
    - int widthOfScreen,

int heightOfScreen)

New GameView.

**Parameters:**

gameActivity - Activity of GameActivity

mapToOpenPath - Map to open string path like so:

widthOfScreen -

heightOfScreen -

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# Package com.shlomi.golemland.game.Core.Mobs

|  |  |
| --- | --- |
| **Class Summary** | |
| **Class** | **Description** |
| [**Mob**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html) | Mob is movable entity. |
| [**Monster**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Monster.html) | Monster class represent Spider, creeper , zombie and ect. |
| [**MonsterBehaviorSystem**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html) | This is special class for identifying mob that walks randomly, stops randomly, and ect. |
| [**Player**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html) | Player class, only 1 can be on map. |

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com.shlomi.golemland.game.Core.Mobs

## Class Mob

* java.lang.Object
  + [com.shlomi.golemland.game.Core.Entitys.Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)
    - com.shlomi.golemland.game.Core.Mobs.Mob
* **All Implemented Interfaces:**

[IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html), [ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

**Direct Known Subclasses:**

[MonsterBehaviorSystem](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html), [Player](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html)

public abstract class **Mob**

extends [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

implements [IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html)

Mob is movable entity.   
Mob object has surroundings, direction and health.  
All moveable entityes extends this class.

**Author:**

Shlomi

### *Nested Class Summary*

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | [**belowTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#belowTile) |
| char | [**direction**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#direction) |
| int | [**health**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#health)  Hit points - Health of mob. |
| boolean | [**isAlive**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#isAlive)  only when the mob's health is below 1 then this pointer changes to false. Used to get rid off the mob off the map. |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | [**leftTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#leftTile) |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | [**onThisTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#onThisTile) |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | [**rightTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#rightTile) |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | [**upTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#upTile) |

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html)

[DIRECTION\_DOWN](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_DOWN), [DIRECTION\_LEFT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_LEFT), [DIRECTION\_OOPS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_OOPS), [DIRECTION\_RIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_RIGHT), [DIRECTION\_UP](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_UP)

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html)

[CHAR\_BRICK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_BRICK), [CHAR\_CAKE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CAKE), [CHAR\_CREEPER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CREEPER), [CHAR\_PLAYER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_PLAYER), [CHAR\_SIDEWALK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SIDEWALK), [CHAR\_SKELETON](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SKELETON), [CHAR\_SPIDER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SPIDER), [CHAR\_TELEPORT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TELEPORT), [CHAR\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TNT), [CHAR\_WALL](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_WALL), [CHAR\_ZOMBIE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_ZOMBIE)

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**Mob**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#Mob-com.shlomi.golemland.game.Core.Constants.Tiles-int-int-com.shlomi.golemland.game.Core.Map-)([**Tiles**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) tile, int horizontalIndex, int verticalIndex, [**Map**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) map)  Create new Mob. |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**drainHealth**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#drainHealth-int-)(int amountToDrain)  Drain health from the mob. |
| boolean | [**moveDown**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveDown--)()  Move Mob down |
| boolean | [**moveLeft**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveLeft--)()  Move Mob left |
| boolean | [**moveRight**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveRight--)()  Move Mob right |
| boolean | [**moveUp**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveUp--)()  Move Mob up |
| boolean | [**on**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#on-com.shlomi.golemland.game.Core.Entitys.Tile-)([**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) tile)  Check if mob's position and tile position are the same (intersects) Check if tile is same vertical and horizontal indexes. |
| void | [**setSurroundings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#setSurroundings-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-)([**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) above, [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) below, [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) left, [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) right)  Set the Mob's surroundings. |
| void | [**tick**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#tick--)()  Tick the Mob. |

### Methods inherited from class com.shlomi.golemland.game.Core.Entitys.[Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

[destroyTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#destroyTile--), [draw](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#draw-Canvas-), [getHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getHorizontalIndex--), [getLocationString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getLocationString--), [getType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getType--), [getVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getVerticalIndex--), [getX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getX--), [getY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getY--), [setHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setHorizontalIndex-int-), [setType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setType-char-), [setVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setVerticalIndex-int-), [setX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setX-int-), [setY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setY-int-), [toString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#toString--)

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

### *Field Detail*

#### upTile

public [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) upTile

#### belowTile

public [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) belowTile

#### leftTile

public [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) leftTile

#### rightTile

public [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) rightTile

#### onThisTile

public [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) onThisTile

#### direction

public char direction

#### isAlive

public boolean isAlive

only when the mob's health is below 1 then this pointer changes to false.  
Used to get rid off the mob off the map.

#### health

public int health

Hit points - Health of mob.   
Currently used ONLY for Player class

**See Also:**

[Player](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html)

### *Constructor Detail*

#### Mob

* + - public Mob([Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) tile,
    - int horizontalIndex,
    - int verticalIndex,

[Map](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) map)

Create new Mob.

**Parameters:**

tile - Tiles enum that contains the mob's texture and his type. (For example creeper, zombie, spider).

horizontalIndex - Horizontal index of location.

verticalIndex - Vertical index of location.

map - Map pointer.

### *Method Detail*

#### setSurroundings

* + - public void setSurroundings([Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) above,
    - [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) below,
    - [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) left,

[Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) right)

Set the Mob's surroundings. That means the tiles that are North, East, South and West to the Mob's position.

**Parameters:**

above - The tile above to Mob.

below - The tile below to Mob.

left - The tile left to Mob.

right - The tile right to Mob.

#### moveUp

public boolean moveUp()

Move Mob up

**Returns:**

True if move was successful. False if move was a failure.

#### moveDown

public boolean moveDown()

Move Mob down

**Returns:**

True if move was successful. False if move was a failure.

#### moveRight

public boolean moveRight()

Move Mob right

**Returns:**

True if move was successful. False if move was a failure.

#### moveLeft

public boolean moveLeft()

Move Mob left

**Returns:**

True if move was successful. False if move was a failure.

#### tick

public void tick()

Tick the Mob. Tick will move the Mob once, and do calculations, movement, detection, and so on.

#### on

public boolean on([Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) tile)

Check if mob's position and tile position are the same (intersects)  
Check if tile is same vertical and horizontal indexes.

**Parameters:**

tile - Tile to check.

**Returns:**

True if the tile is on this tile. Else, false;

#### drainHealth

public void drainHealth(int amountToDrain)

Drain health from the mob. Important: Drain is doing minus the amountToDrain and does not add amountToDrain to health. If you want to add health to the mob, then in the amountToDrain must be below 0.

**Parameters:**

amountToDrain -

com.shlomi.golemland.game.Core.Mobs

## Class Monster

* java.lang.Object
  + [com.shlomi.golemland.game.Core.Entitys.Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)
    - [com.shlomi.golemland.game.Core.Mobs.Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)
      * [com.shlomi.golemland.game.Core.Mobs.MonsterBehaviorSystem](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html)
        + com.shlomi.golemland.game.Core.Mobs.Monster
* **All Implemented Interfaces:**

[IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html), [ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public class **Monster**

extends [MonsterBehaviorSystem](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html)

Monster class represent Spider, creeper , zombie and ect. It extends [MonsterBehaviorSystem](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html) to randomly change direction and stop.

**Author:**

Shlomi

### *Nested Class Summary*

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

### Fields inherited from class com.shlomi.golemland.game.Core.Mobs.[Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

[belowTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#belowTile), [direction](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#direction), [health](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#health), [isAlive](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#isAlive), [leftTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#leftTile), [onThisTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#onThisTile), [rightTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#rightTile), [upTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#upTile)

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html)

[DIRECTION\_DOWN](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_DOWN), [DIRECTION\_LEFT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_LEFT), [DIRECTION\_OOPS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_OOPS), [DIRECTION\_RIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_RIGHT), [DIRECTION\_UP](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_UP)

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html)

[CHAR\_BRICK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_BRICK), [CHAR\_CAKE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CAKE), [CHAR\_CREEPER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CREEPER), [CHAR\_PLAYER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_PLAYER), [CHAR\_SIDEWALK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SIDEWALK), [CHAR\_SKELETON](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SKELETON), [CHAR\_SPIDER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SPIDER), [CHAR\_TELEPORT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TELEPORT), [CHAR\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TNT), [CHAR\_WALL](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_WALL), [CHAR\_ZOMBIE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_ZOMBIE)

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**Monster**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Monster.html#Monster-com.shlomi.golemland.game.Core.Constants.Tiles-int-int-com.shlomi.golemland.game.Core.Map-)([**Tiles**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) tile, int horizontalIndex, int verticalIndex, [**Map**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) map)  New monster object. |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| [**Tiles**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) | [**getMonsterTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Monster.html#getMonsterTile--)()  Tiles enum is the type and texture of a monster. |

### Methods inherited from class com.shlomi.golemland.game.Core.Mobs.[MonsterBehaviorSystem](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html)

[tick](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html#tick--)

### Methods inherited from class com.shlomi.golemland.game.Core.Mobs.[Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

[drainHealth](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#drainHealth-int-), [moveDown](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveDown--), [moveLeft](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveLeft--), [moveRight](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveRight--), [moveUp](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveUp--), [on](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#on-com.shlomi.golemland.game.Core.Entitys.Tile-), [setSurroundings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#setSurroundings-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-)

### Methods inherited from class com.shlomi.golemland.game.Core.Entitys.[Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

[destroyTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#destroyTile--), [draw](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#draw-Canvas-), [getHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getHorizontalIndex--), [getLocationString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getLocationString--), [getType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getType--), [getVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getVerticalIndex--), [getX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getX--), [getY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getY--), [setHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setHorizontalIndex-int-), [setType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setType-char-), [setVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setVerticalIndex-int-), [setX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setX-int-), [setY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setY-int-), [toString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#toString--)

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

### *Constructor Detail*

#### Monster

* + - public Monster([Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) tile,
    - int horizontalIndex,
    - int verticalIndex,

[Map](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) map)

New monster object.

**Parameters:**

tile - Tiles object, containing texture and monster type.

horizontalIndex - Horizontal index of location.

verticalIndex - Vertical index of location.

map - Map pointer

### *Method Detail*

#### getMonsterTile

public [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) getMonsterTile()

Tiles enum is the type and texture of a monster. Return this monster's tiles enum.

**Returns:**

The enum Tiles that is this monster

com.shlomi.golemland.game.Core.Mobs

## Class MonsterBehaviorSystem

* java.lang.Object
  + [com.shlomi.golemland.game.Core.Entitys.Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)
    - [com.shlomi.golemland.game.Core.Mobs.Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)
      * com.shlomi.golemland.game.Core.Mobs.MonsterBehaviorSystem
* **All Implemented Interfaces:**

[IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html), [ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

**Direct Known Subclasses:**

[Monster](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Monster.html)

public abstract class **MonsterBehaviorSystem**

extends [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

This is special class for identifying mob that walks randomly, stops randomly, and ect. It extends Mob.  
Monster should extend this class.

### *Nested Class Summary*

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

### Fields inherited from class com.shlomi.golemland.game.Core.Mobs.[Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

[belowTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#belowTile), [direction](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#direction), [health](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#health), [isAlive](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#isAlive), [leftTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#leftTile), [onThisTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#onThisTile), [rightTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#rightTile), [upTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#upTile)

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html)

[DIRECTION\_DOWN](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_DOWN), [DIRECTION\_LEFT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_LEFT), [DIRECTION\_OOPS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_OOPS), [DIRECTION\_RIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_RIGHT), [DIRECTION\_UP](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_UP)

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html)

[CHAR\_BRICK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_BRICK), [CHAR\_CAKE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CAKE), [CHAR\_CREEPER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CREEPER), [CHAR\_PLAYER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_PLAYER), [CHAR\_SIDEWALK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SIDEWALK), [CHAR\_SKELETON](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SKELETON), [CHAR\_SPIDER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SPIDER), [CHAR\_TELEPORT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TELEPORT), [CHAR\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TNT), [CHAR\_WALL](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_WALL), [CHAR\_ZOMBIE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_ZOMBIE)

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**MonsterBehaviorSystem**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html#MonsterBehaviorSystem-com.shlomi.golemland.game.Core.Constants.Tiles-int-int-com.shlomi.golemland.game.Core.Map-)([**Tiles**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) tile, int horizontalIndex, int verticalIndex, [**Map**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) map) |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**tick**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html#tick--)()  Tick the Mob. |

### Methods inherited from class com.shlomi.golemland.game.Core.Mobs.[Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

[drainHealth](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#drainHealth-int-), [moveDown](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveDown--), [moveLeft](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveLeft--), [moveRight](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveRight--), [moveUp](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveUp--), [on](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#on-com.shlomi.golemland.game.Core.Entitys.Tile-), [setSurroundings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#setSurroundings-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-)

### Methods inherited from class com.shlomi.golemland.game.Core.Entitys.[Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

[destroyTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#destroyTile--), [draw](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#draw-Canvas-), [getHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getHorizontalIndex--), [getLocationString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getLocationString--), [getType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getType--), [getVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getVerticalIndex--), [getX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getX--), [getY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getY--), [setHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setHorizontalIndex-int-), [setType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setType-char-), [setVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setVerticalIndex-int-), [setX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setX-int-), [setY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setY-int-), [toString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#toString--)

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

### *Constructor Detail*

#### MonsterBehaviorSystem

* + - public MonsterBehaviorSystem([Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) tile,
    - int horizontalIndex,
    - int verticalIndex,

[Map](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) map)

### *Method Detail*

#### tick

public void tick()

**Description copied from class:**[**Mob**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#tick--)

Tick the Mob. Tick will move the Mob once, and do calculations, movement, detection, and so on.

**Overrides:**

[tick](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#tick--) in class [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

com.shlomi.golemland.game.Core.Mobs

## Class Player

* java.lang.Object
  + [com.shlomi.golemland.game.Core.Entitys.Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)
    - [com.shlomi.golemland.game.Core.Mobs.Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)
      * com.shlomi.golemland.game.Core.Mobs.Player
* **All Implemented Interfaces:**

[IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html), [ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public final class **Player**

extends [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

implements [IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html)

Player class, only 1 can be on map.

**Author:**

Shlomi

### *Nested Class Summary*

|  |  |
| --- | --- |
| **Nested Classes** | |
| **Modifier and Type** | **Class and Description** |
| class | [**Player.Effect**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.Effect.html)  Class effect represent the "Power up" effect with ticks untill effect is gone. |

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| boolean | [**autoMove**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#autoMove)  Automove = Represent of the player will move automatically or not. |
| [**Player.Effect**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.Effect.html) | [**effect**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#effect) |
| int | [**horizontalSteps**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#horizontalSteps)  Steps that the player has taken. Thats for position the "Camera" to center on the player. |
| int | [**money**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#money)  Money of player. |
| int | [**verticalSteps**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#verticalSteps)  Steps that the player has taken. Thats for position the "Camera" to center on the player. |

### Fields inherited from class com.shlomi.golemland.game.Core.Mobs.[Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

[belowTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#belowTile), [direction](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#direction), [health](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#health), [isAlive](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#isAlive), [leftTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#leftTile), [onThisTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#onThisTile), [rightTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#rightTile), [upTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#upTile)

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[IDirection](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html)

[DIRECTION\_DOWN](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_DOWN), [DIRECTION\_LEFT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_LEFT), [DIRECTION\_OOPS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_OOPS), [DIRECTION\_RIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_RIGHT), [DIRECTION\_UP](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_UP)

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html)

[CHAR\_BRICK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_BRICK), [CHAR\_CAKE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CAKE), [CHAR\_CREEPER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CREEPER), [CHAR\_PLAYER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_PLAYER), [CHAR\_SIDEWALK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SIDEWALK), [CHAR\_SKELETON](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SKELETON), [CHAR\_SPIDER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SPIDER), [CHAR\_TELEPORT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TELEPORT), [CHAR\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TNT), [CHAR\_WALL](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_WALL), [CHAR\_ZOMBIE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_ZOMBIE)

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**Player**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#Player-int-int-com.shlomi.golemland.game.Core.Map-)(int horizontalIndex, int verticalIndex, [**Map**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) map)  Create new player. |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**autoMoveToDirection**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#autoMoveToDirection-char-)(char dir)  Automove the player. |
| void | [**gotHitByMonster**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#gotHitByMonster--)()  Called when player is damaged by monster. |
| void | [**gotHitByTNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#gotHitByTNT--)()  Called when player is damaged by tnt. |
| boolean | [**moveDown**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#moveDown--)()  Move Mob down |
| boolean | [**moveLeft**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#moveLeft--)()  Move Mob left |
| boolean | [**moveRight**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#moveRight--)()  Move Mob right |
| boolean | [**moveUp**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#moveUp--)()  Move Mob up |
| void | [**startEffect**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#startEffect--)()  Set a new effect and start the effect |
| void | [**wearOffEffect**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#wearOffEffect--)()  Set effect as null (meanning no effect) |
| void | [**withdrawMoney**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html#withdrawMoney-int-)(int amount)  Withdraw money from player. |

### Methods inherited from class com.shlomi.golemland.game.Core.Mobs.[Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

[drainHealth](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#drainHealth-int-), [on](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#on-com.shlomi.golemland.game.Core.Entitys.Tile-), [setSurroundings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#setSurroundings-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-), [tick](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#tick--)

### Methods inherited from class com.shlomi.golemland.game.Core.Entitys.[Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

[destroyTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#destroyTile--), [draw](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#draw-Canvas-), [getHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getHorizontalIndex--), [getLocationString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getLocationString--), [getType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getType--), [getVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getVerticalIndex--), [getX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getX--), [getY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getY--), [setHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setHorizontalIndex-int-), [setType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setType-char-), [setVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setVerticalIndex-int-), [setX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setX-int-), [setY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setY-int-), [toString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#toString--)

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

### *Field Detail*

#### money

public int money

Money of player.

#### autoMove

public boolean autoMove

Automove = Represent of the player will move automatically or not. (Stopped)

#### horizontalSteps

public int horizontalSteps

Steps that the player has taken.  
Thats for position the "Camera" to center on the player.

#### verticalSteps

public int verticalSteps

Steps that the player has taken.  
Thats for position the "Camera" to center on the player.

#### effect

public [Player.Effect](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.Effect.html) effect

### *Constructor Detail*

#### Player

* + - public Player(int horizontalIndex,
    - int verticalIndex,

[Map](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) map)

Create new player.

**Parameters:**

horizontalIndex - is the horizontal index of the player's tile.

verticalIndex - is the vertical index of the player's tile.

view - is the view which the player will be drawn on.

textureWidthAndHeight - is the dimentions of bitmaps. (Width and height must be the same)

map - get the map pointer.

playerBitmap - the bitmap of the player.

### *Method Detail*

#### autoMoveToDirection

public void autoMoveToDirection(char dir)

Automove the player. After we swipe to direction move the player untill he is blocked. This method is called every touch event.

**Parameters:**

dir - The direction to automatically move to.

#### withdrawMoney

public void withdrawMoney(int amount)

Withdraw money from player.

**Parameters:**

amount - to withdraw

#### moveUp

public boolean moveUp()

**Description copied from class:**[**Mob**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveUp--)

Move Mob up

**Overrides:**

[moveUp](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveUp--) in class [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

**Returns:**

True if move was successful. False if move was a failure.

#### moveDown

public boolean moveDown()

**Description copied from class:**[**Mob**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveDown--)

Move Mob down

**Overrides:**

[moveDown](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveDown--) in class [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

**Returns:**

True if move was successful. False if move was a failure.

#### moveRight

public boolean moveRight()

**Description copied from class:**[**Mob**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveRight--)

Move Mob right

**Overrides:**

[moveRight](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveRight--) in class [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

**Returns:**

True if move was successful. False if move was a failure.

#### moveLeft

public boolean moveLeft()

**Description copied from class:**[**Mob**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveLeft--)

Move Mob left

**Overrides:**

[moveLeft](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html#moveLeft--) in class [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html)

**Returns:**

True if move was successful. False if move was a failure.

#### gotHitByTNT

public void gotHitByTNT()

Called when player is damaged by tnt.   
Damage is doubled.

#### gotHitByMonster

public void gotHitByMonster()

Called when player is damaged by monster.

#### wearOffEffect

public void wearOffEffect()

Set effect as null (meanning no effect)

#### startEffect

public void startEffect()

Set a new effect and start the effect

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# Package com.shlomi.golemland.game.Core.Entitys

|  |  |
| --- | --- |
| **Class Summary** | |
| **Class** | **Description** |
| [**Cake**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Cake.html) | Cake is entity on map, that the player can pickup and earn money. |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | Tile class is the core of the game. |
| [**TNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html) | TNT class is a tile, above Sidewalk tile. |

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com.shlomi.golemland.game.Core.Entitys

## Class Cake

* java.lang.Object
  + [com.shlomi.golemland.game.Core.Entitys.Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)
    - com.shlomi.golemland.game.Core.Entitys.Cake
* **All Implemented Interfaces:**

[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public class **Cake**

extends [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

Cake is entity on map, that the player can pickup and earn money. The cake is automatically and randomly generated based on location in the map (Text map)

### *Nested Class Summary*

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| boolean | [**isSpawned**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Cake.html#isSpawned)  True of this cake is on screen. |

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html)

[CHAR\_BRICK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_BRICK), [CHAR\_CAKE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CAKE), [CHAR\_CREEPER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CREEPER), [CHAR\_PLAYER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_PLAYER), [CHAR\_SIDEWALK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SIDEWALK), [CHAR\_SKELETON](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SKELETON), [CHAR\_SPIDER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SPIDER), [CHAR\_TELEPORT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TELEPORT), [CHAR\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TNT), [CHAR\_WALL](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_WALL), [CHAR\_ZOMBIE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_ZOMBIE)

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**Cake**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Cake.html#Cake-int-int-)(int horizontalIndex, int verticalIndex) |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**draw**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Cake.html#draw-Canvas-)(Canvas canvas)  Draw cake |
| void | [**eat**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Cake.html#eat--)()  Called when player eat this cake. |
| void | [**tick**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Cake.html#tick--)()  Tick cake will decrease the ticks requiered for a cake to respawn. |

### Methods inherited from class com.shlomi.golemland.game.Core.Entitys.[Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

[destroyTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#destroyTile--), [getHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getHorizontalIndex--), [getLocationString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getLocationString--), [getType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getType--), [getVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getVerticalIndex--), [getX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getX--), [getY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getY--), [setHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setHorizontalIndex-int-), [setType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setType-char-), [setVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setVerticalIndex-int-), [setX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setX-int-), [setY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setY-int-), [toString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#toString--)

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

### *Field Detail*

#### isSpawned

public boolean isSpawned

True of this cake is on screen. Else, false;

### *Constructor Detail*

#### Cake

* + - public Cake(int horizontalIndex,

int verticalIndex)

### *Method Detail*

#### tick

public void tick()

Tick cake will decrease the ticks requiered for a cake to respawn.

#### eat

public void eat()

Called when player eat this cake. This method will change the textrue of the cake, and it wont count as 'there is cake on this tile'

#### draw

public void draw(Canvas canvas)

Draw cake

**Overrides:**

[draw](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#draw-Canvas-) in class [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

com.shlomi.golemland.game.Core.Entitys

## Class Tile

* java.lang.Object
  + com.shlomi.golemland.game.Core.Entitys.Tile
* **All Implemented Interfaces:**

[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

**Direct Known Subclasses:**

[Cake](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Cake.html), [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html), [TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html)

public class **Tile**

extends java.lang.Object

implements [ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

Tile class is the core of the game. Every map has some tiles. Each tile has vertical and horizontal indexes. It also has X,Y coordinates

**Author:**

Shlomi

### *Nested Class Summary*

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html)

[CHAR\_BRICK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_BRICK), [CHAR\_CAKE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CAKE), [CHAR\_CREEPER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CREEPER), [CHAR\_PLAYER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_PLAYER), [CHAR\_SIDEWALK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SIDEWALK), [CHAR\_SKELETON](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SKELETON), [CHAR\_SPIDER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SPIDER), [CHAR\_TELEPORT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TELEPORT), [CHAR\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TNT), [CHAR\_WALL](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_WALL), [CHAR\_ZOMBIE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_ZOMBIE)

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#Tile-char-int-int-Bitmap-)(char type, int horizontalIndex, int verticalIndex, Bitmap tileImage)  Create a new tile object. |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**destroyTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#destroyTile--)()  Destroy the tile - turn the tile into sidewalk. |
| void | [**draw**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#draw-Canvas-)(Canvas canvas)  Draw the tile. |
| int | [**getHorizontalIndex**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getHorizontalIndex--)() |
| java.lang.String | [**getLocationString**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getLocationString--)() |
| char | [**getType**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getType--)() |
| int | [**getVerticalIndex**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getVerticalIndex--)() |
| int | [**getX**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getX--)() |
| int | [**getY**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getY--)() |
| void | [**setHorizontalIndex**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setHorizontalIndex-int-)(int index)  Sets the horizontal index of tile. |
| void | [**setType**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setType-char-)(char type) |
| void | [**setVerticalIndex**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setVerticalIndex-int-)(int index)  Sets the horizontal index of tile. |
| void | [**setX**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setX-int-)(int x)  Set the X of tile. |
| void | [**setY**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setY-int-)(int y)  Set the Y of tile. |
| java.lang.String | [**toString**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#toString--)()  Return string of this tile. Format: type + getLocationString() |

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

### *Constructor Detail*

#### Tile

* + - public Tile(char type,
    - int horizontalIndex,
    - int verticalIndex,

Bitmap tileImage)

Create a new tile object.

**Parameters:**

type - Type of object. (Get from ITileChars)

horizontalIndex - Horizontal index of the tile. (Minimum: 0)

verticalIndex - Vertical index of the tile. (Minimum: 0)

tileImage - Tile bitmap

### *Method Detail*

#### getType

public char getType()

**Returns:**

Type of tile.

#### getHorizontalIndex

public int getHorizontalIndex()

**Returns:**

Horizontal index of tile location.

#### getVerticalIndex

public int getVerticalIndex()

**Returns:**

Vertical index of tile location.

#### setHorizontalIndex

public void setHorizontalIndex(int index)

Sets the horizontal index of tile.

#### setVerticalIndex

public void setVerticalIndex(int index)

Sets the horizontal index of tile.

#### getX

public int getX()

**Returns:**

X of tile location (top-left corner) in pixels

#### getY

public int getY()

**Returns:**

Y of tile location (top-left corner) in pixels

#### setType

public void setType(char type)

#### setX

public void setX(int x)

Set the X of tile.

**Parameters:**

x - top left corner of tile.

#### setY

public void setY(int y)

Set the Y of tile.

**Parameters:**

Y - top left corner of tile.

#### destroyTile

public void destroyTile()

Destroy the tile - turn the tile into sidewalk.   
Usually called when TNT destroys a brick.

#### draw

public void draw(Canvas canvas)

Draw the tile. (Texture and X,Y of location)

**Parameters:**

canvas -

#### getLocationString

public java.lang.String getLocationString()

**Returns:**

String in format: '(Ver,Hor)'

#### toString

public java.lang.String toString()

Return string of this tile.  
Format: type + getLocationString()

**Overrides:**

toString in class java.lang.Object

com.shlomi.golemland.game.Core.Entitys

## Class TNT

* java.lang.Object
  + [com.shlomi.golemland.game.Core.Entitys.Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)
    - com.shlomi.golemland.game.Core.Entitys.TNT
* **All Implemented Interfaces:**

[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public final class **TNT**

extends [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

implements [ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

TNT class is a tile, above Sidewalk tile. TNT Can explode and destroy tiles around itself. TNT Can damage the player.

**Author:**

Shlomi

### *Nested Class Summary*

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | [**aboveTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#aboveTile)  Surroundings of tnt. |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | [**belowTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#belowTile)  Surroundings of tnt. |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | [**leftTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#leftTile)  Surroundings of tnt. |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | [**onThis**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#onThis)  Surroundings of tnt. |
| [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) | [**rightTile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#rightTile)  Surroundings of tnt. |
| int | [**tntTicks**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#tntTicks) |

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html)

[CHAR\_BRICK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_BRICK), [CHAR\_CAKE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CAKE), [CHAR\_CREEPER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CREEPER), [CHAR\_PLAYER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_PLAYER), [CHAR\_SIDEWALK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SIDEWALK), [CHAR\_SKELETON](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SKELETON), [CHAR\_SPIDER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SPIDER), [CHAR\_TELEPORT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TELEPORT), [CHAR\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TNT), [CHAR\_WALL](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_WALL), [CHAR\_ZOMBIE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_ZOMBIE)

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**TNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#TNT-int-int-)(int horizontalIndex, int verticalIndex) |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| java.util.ArrayList<[**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)> | [**getExplodedTiles**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#getExplodedTiles--)()  Return tiles in explosion radius. |
| void | [**setSurroundings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#setSurroundings-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-com.shlomi.golemland.game.Core.Entitys.Tile-)([**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) above, [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) below, [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) right, [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) left, [**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) onThis)  Set surroundings of TNT. |
| boolean | [**tick**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#tick--)() |
| java.lang.String | [**toString**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html#toString--)()  Return string of this tile. Format: type + getLocationString() |

### Methods inherited from class com.shlomi.golemland.game.Core.Entitys.[Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

[destroyTile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#destroyTile--), [draw](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#draw-Canvas-), [getHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getHorizontalIndex--), [getLocationString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getLocationString--), [getType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getType--), [getVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getVerticalIndex--), [getX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getX--), [getY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#getY--), [setHorizontalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setHorizontalIndex-int-), [setType](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setType-char-), [setVerticalIndex](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setVerticalIndex-int-), [setX](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setX-int-), [setY](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#setY-int-)

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

### *Field Detail*

#### aboveTile

public [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) aboveTile

Surroundings of tnt.

#### belowTile

public [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) belowTile

Surroundings of tnt.

#### rightTile

public [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) rightTile

Surroundings of tnt.

#### leftTile

public [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) leftTile

Surroundings of tnt.

#### onThis

public [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) onThis

Surroundings of tnt.

#### tntTicks

public int tntTicks

### *Constructor Detail*

#### TNT

* + - public TNT(int horizontalIndex,

int verticalIndex)

### *Method Detail*

#### setSurroundings

* + - public void setSurroundings([Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) above,
    - [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) below,
    - [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) right,
    - [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) left,

[Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html) onThis)

Set surroundings of TNT.

**Parameters:**

above -

below -

right -

left -

onThis -

#### getExplodedTiles

public java.util.ArrayList<[Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)> getExplodedTiles()

Return tiles in explosion radius.

**Returns:**

ArrayList of tiles that need to be destroyed.

#### tick

public boolean tick()

**Returns:**

True if tnt is exploding.

#### toString

public java.lang.String toString()

**Description copied from class:**[**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#toString--)

Return string of this tile.  
Format: type + getLocationString()

**Overrides:**

[toString](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html#toString--) in class [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)

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# Package com.shlomi.golemland.game.Core.Constants

|  |  |
| --- | --- |
| **Interface Summary** | |
| **Interface** | **Description** |
| [**GameState**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\GameState.html) | Game state interface indicates the state of the game. |
| [**IDirection**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html) | Direction interface with chars the represents the direction. |
| [**ITileChars**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html) | This is core of tiles. |

|  |  |
| --- | --- |
| **Enum Summary** | |
| **Enum** | **Description** |
| [**Tiles**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) | Tiles is enum that contains ALL available tiles , entities and monsters, each with char of their own.. Important ! |

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com.shlomi.golemland.game.Core.Constants

## Interface GameState

public interface **GameState**

Game state interface indicates the state of the game. Game quit, or game over.

**Author:**

Shlomi

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static int | [**GAME\_OVER**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\GameState.html#GAME_OVER)  ID |
| static int | [**GAME\_QUIT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\GameState.html#GAME_QUIT)  ID |
| static int | [**GAME\_REQUEST\_CODE**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\GameState.html#GAME_REQUEST_CODE)  This value MUST NOT BE -1 or 0 or 1. |
| static java.lang.String | [**STATE\_KEY**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\GameState.html#STATE_KEY)  Key of the value of highest cakes eaten |

### *Field Detail*

#### GAME\_OVER

static final int GAME\_OVER

ID

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.GameState.GAME_OVER)

#### GAME\_QUIT

static final int GAME\_QUIT

ID

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.GameState.GAME_QUIT)

#### GAME\_REQUEST\_CODE

static final int GAME\_REQUEST\_CODE

This value MUST NOT BE -1 or 0 or 1.

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.GameState.GAME_REQUEST_CODE)

#### STATE\_KEY

static final java.lang.String STATE\_KEY

Key of the value of highest cakes eaten

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.GameState.STATE_KEY)

com.shlomi.golemland.game.Core.Constants

## Interface IDirection

* **All Known Implementing Classes:**

[GameActivity](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\GameContainers\GameActivity.html), [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html), [Monster](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Monster.html), [MonsterBehaviorSystem](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html), [Player](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html)

public interface **IDirection**

Direction interface with chars the represents the direction.

**Author:**

Shlomi

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static char | [**DIRECTION\_DOWN**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_DOWN)  DOWN |
| static char | [**DIRECTION\_LEFT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_LEFT)  LEFT |
| static char | [**DIRECTION\_OOPS**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_OOPS)  Oops! (No direction) |
| static char | [**DIRECTION\_RIGHT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_RIGHT)  RIGHT |
| static char | [**DIRECTION\_UP**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\IDirection.html#DIRECTION_UP)  UP |

### *Field Detail*

#### DIRECTION\_OOPS

static final char DIRECTION\_OOPS

Oops! (No direction)

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.IDirection.DIRECTION_OOPS)

#### DIRECTION\_UP

static final char DIRECTION\_UP

UP

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.IDirection.DIRECTION_UP)

#### DIRECTION\_DOWN

static final char DIRECTION\_DOWN

DOWN

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.IDirection.DIRECTION_DOWN)

#### DIRECTION\_LEFT

static final char DIRECTION\_LEFT

LEFT

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.IDirection.DIRECTION_LEFT)

#### DIRECTION\_RIGHT

static final char DIRECTION\_RIGHT

RIGHT

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.IDirection.DIRECTION_RIGHT)

com.shlomi.golemland.game.Core.Constants

## Interface ITileChars

* **All Known Implementing Classes:**

[Cake](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Cake.html), [Map](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html), [Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html), [Monster](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Monster.html), [MonsterBehaviorSystem](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\MonsterBehaviorSystem.html), [Player](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html), [Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html), [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html), [TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html)

public interface **ITileChars**

This is core of tiles. It contains char parameters that represent a tile type.   
When editing map text, then the user should take the chars from here.

**Author:**

Shlomi

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static char | [**CHAR\_BRICK**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_BRICK)  'x' |
| static char | [**CHAR\_CAKE**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CAKE)  '@' |
| static char | [**CHAR\_CREEPER**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CREEPER)  'c' |
| static char | [**CHAR\_PLAYER**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_PLAYER)  '?' |
| static char | [**CHAR\_SIDEWALK**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SIDEWALK)  ' ' |
| static char | [**CHAR\_SKELETON**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SKELETON)  'y' |
| static char | [**CHAR\_SPIDER**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SPIDER)  's' |
| static char | [**CHAR\_TELEPORT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TELEPORT)  '\*' |
| static char | [**CHAR\_TNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TNT)  't' |
| static char | [**CHAR\_WALL**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_WALL)  '!' |
| static char | [**CHAR\_ZOMBIE**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_ZOMBIE)  'z' |

### *Field Detail*

#### CHAR\_TNT

static final char CHAR\_TNT

't'

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_TNT)

#### CHAR\_PLAYER

static final char CHAR\_PLAYER

'?'

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_PLAYER)

#### CHAR\_WALL

static final char CHAR\_WALL

'!'

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_WALL)

#### CHAR\_BRICK

static final char CHAR\_BRICK

'x'

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_BRICK)

#### CHAR\_CREEPER

static final char CHAR\_CREEPER

'c'

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_CREEPER)

#### CHAR\_CAKE

static final char CHAR\_CAKE

'@'

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_CAKE)

#### CHAR\_TELEPORT

static final char CHAR\_TELEPORT

'\*'

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_TELEPORT)

#### CHAR\_SIDEWALK

static final char CHAR\_SIDEWALK

' '

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_SIDEWALK)

#### CHAR\_ZOMBIE

static final char CHAR\_ZOMBIE

'z'

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_ZOMBIE)

#### CHAR\_SPIDER

static final char CHAR\_SPIDER

's'

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_SPIDER)

#### CHAR\_SKELETON

static final char CHAR\_SKELETON

'y'

**See Also:**

[Constant Field Values](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\constant-values.html#com.shlomi.golemland.game.Core.Constants.ITileChars.CHAR_SKELETON)

com.shlomi.golemland.game.Core.Constants

## Enum Tiles

* java.lang.Object
  + java.lang.Enum<[Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html)>
    - com.shlomi.golemland.game.Core.Constants.Tiles
* **All Implemented Interfaces:**

[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), java.io.Serializable, java.lang.Comparable<[Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html)>

public enum **Tiles**

extends java.lang.Enum<[Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html)>

implements [ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html)

Tiles is enum that contains ALL available tiles , entities and monsters, each with char of their own..  
Important !

**Author:**

Shlomi

### *Enum Constant Summary*

|  |
| --- |
| **Enum Constants** |
| **Enum Constant and Description** |
| [**BRICK**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#BRICK) |
| [**CAKE**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#CAKE) |
| [**CREEPER**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#CREEPER) |
| [**PLAYER**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#PLAYER) |
| [**SIDEWALK**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#SIDEWALK) |
| [**SKELETON**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#SKELETON) |
| [**SPIDER**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#SPIDER) |
| [**TELEPORT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#TELEPORT) |
| [**TNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#TNT) |
| [**WALL**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#WALL) |
| [**ZOMBIE**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#ZOMBIE) |

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| char | [**type**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#type) |

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html)

[CHAR\_BRICK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_BRICK), [CHAR\_CAKE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CAKE), [CHAR\_CREEPER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CREEPER), [CHAR\_PLAYER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_PLAYER), [CHAR\_SIDEWALK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SIDEWALK), [CHAR\_SKELETON](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SKELETON), [CHAR\_SPIDER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SPIDER), [CHAR\_TELEPORT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TELEPORT), [CHAR\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TNT), [CHAR\_WALL](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_WALL), [CHAR\_ZOMBIE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_ZOMBIE)

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Static Methods**](javascript:show(1);)[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| Bitmap | [**getTexture**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#getTexture--)() |
| static [**Tiles**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) | [**getTileByType**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#getTileByType-char-)(char c) |
| static [**Tiles**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) | [**valueOf**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#valueOf-java.lang.String-)(java.lang.String name)  Returns the enum constant of this type with the specified name. |
| static [**Tiles**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html)[] | [**values**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html#values--)()  Returns an array containing the constants of this enum type, in the order they are declared. |

### Methods inherited from class java.lang.Enum

compareTo, equals, getDeclaringClass, hashCode, name, ordinal, toString, valueOf

### Methods inherited from class java.lang.Object

getClass, notify, notifyAll, wait, wait, wait

### *Enum Constant Detail*

#### SIDEWALK

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) SIDEWALK

#### TNT

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) TNT

#### PLAYER

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) PLAYER

#### WALL

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) WALL

#### BRICK

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) BRICK

#### CREEPER

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) CREEPER

#### CAKE

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) CAKE

#### TELEPORT

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) TELEPORT

#### ZOMBIE

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) ZOMBIE

#### SPIDER

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) SPIDER

#### SKELETON

public static final [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) SKELETON

### *Field Detail*

#### type

public char type

### *Method Detail*

#### values

public static [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html)[] values()

Returns an array containing the constants of this enum type, in the order they are declared. This method may be used to iterate over the constants as follows:

for (Tiles c : Tiles.values())

  System.out.println(c);

**Returns:**

an array containing the constants of this enum type, in the order they are declared

#### valueOf

public static [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) valueOf(java.lang.String name)

Returns the enum constant of this type with the specified name. The string must match *exactly* an identifier used to declare an enum constant in this type. (Extraneous whitespace characters are not permitted.)

**Parameters:**

name - the name of the enum constant to be returned.

**Returns:**

the enum constant with the specified name

**Throws:**

java.lang.IllegalArgumentException - if this enum type has no constant with the specified name

java.lang.NullPointerException - if the argument is null

#### getTexture

public Bitmap getTexture()

**Returns:**

Bitmap (texture) of this enum (Tiles)

#### getTileByType

public static [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) getTileByType(char c)

**Parameters:**

c - Char of tile

**Returns:**

Tiles enum, that has this 'c' char as their type.

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# Package com.shlomi.golemland.game.Core

|  |  |
| --- | --- |
| **Class Summary** | |
| **Class** | **Description** |
| [**Inventory**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Inventory.html) | Inventory class handles the inventory. |
| [**Map**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html) | Map class is the core of the game. |
| [**Textures**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html) | Class that holds all game textures, it must be initialize before use! All classes can access these bitmaps. |

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com.shlomi.golemland.game.Core

## Class Inventory

* java.lang.Object
  + com.shlomi.golemland.game.Core.Inventory
* **All Implemented Interfaces:**

[Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html)

public final class **Inventory**

extends java.lang.Object

implements [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html)

Inventory class handles the inventory.

**Author:**

Shlomi

### *Field Summary*

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html)

[ID\_HAT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#ID_HAT), [ID\_NO\_ITEM](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#ID_NO_ITEM), [ID\_POWERUP](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#ID_POWERUP), [ID\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#ID_TNT), [PRICE\_HAT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#PRICE_HAT), [PRICE\_POWERUP](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#PRICE_POWERUP), [PRICE\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html#PRICE_TNT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**Inventory**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Inventory.html#Inventory-java.util.ArrayList-)(java.util.ArrayList<FrameLayout> slotsArray)  Create new inventory. |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| boolean | [**addItemToInventory**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Inventory.html#addItemToInventory-int-)(int itemID)  Called outside of class. |
| int | [**removeItemFromSlot**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Inventory.html#removeItemFromSlot-int-)(int slotID)  Called outside of class. |
| int | [**slotClicked**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Inventory.html#slotClicked-int-)(int slotID)  When slot is clicked, do stuff. |
| void | [**tickInventory**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Inventory.html#tickInventory-Activity-)(Activity gameActivity)  Method called outside of class. |

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Constructor Detail*

#### Inventory

public Inventory(java.util.ArrayList<FrameLayout> slotsArray)

Create new inventory.

**Parameters:**

slotsArray - Is array of frame layouts (each one is a slot).

isTNTOnMap - Instance of boolean variable in Map class.

### *Method Detail*

#### slotClicked

public int slotClicked(int slotID)

When slot is clicked, do stuff. Method is called outside of class. When slot is clicked and it has item, remove it.

**Parameters:**

slotID - ID of the slot. (0 = most left, 4 = most right)

**Returns:**

Status determine what should we do.

**See Also:**

Settings.InventoryStatus

#### removeItemFromSlot

public int removeItemFromSlot(int slotID)

Called outside of class.

**Parameters:**

slotIndex - Index of slot.

**Returns:**

Return the item id that removed from slot.

#### addItemToInventory

public boolean addItemToInventory(int itemID)

Called outside of class.

**Parameters:**

itemID - ID of item.

**Returns:**

True if adding was success. Else, false. Can fail if no room in slots for a new item.

#### tickInventory

public void tickInventory(Activity gameActivity)

Method called outside of class. Ticks inventory images.

**Parameters:**

gameActivity -

com.shlomi.golemland.game.Core

## Class Map

* java.lang.Object
  + com.shlomi.golemland.game.Core.Map
* **All Implemented Interfaces:**

[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

public final class **Map**

extends java.lang.Object

implements [ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html), [Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

Map class is the core of the game. It calls ticks, updates and do stuff on map.

**Author:**

Shlomi

### *Nested Class Summary*

### Nested classes/interfaces inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[Settings.InventoryStatus](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.InventoryStatus.html), [Settings.MobSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.MobSettings.html), [Settings.PlayerSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.PlayerSettings.html), [Settings.SharedPreferncesSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SharedPreferncesSettings.html), [Settings.ShopSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.ShopSettings.html), [Settings.SoundSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.SoundSettings.html),[Settings.TickSettings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.TickSettings.html)

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| int | [**highScore**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#highScore)  Score of this current game. |
| boolean | [**isThereTNTOnMap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#isThereTNTOnMap) |
| [**Player**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html) | [**player**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#player)  The player. |

### Fields inherited from interface com.shlomi.golemland.game.Core.Constants.[ITileChars](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html)

[CHAR\_BRICK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_BRICK), [CHAR\_CAKE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CAKE), [CHAR\_CREEPER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_CREEPER), [CHAR\_PLAYER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_PLAYER), [CHAR\_SIDEWALK](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SIDEWALK), [CHAR\_SKELETON](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SKELETON), [CHAR\_SPIDER](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_SPIDER), [CHAR\_TELEPORT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TELEPORT), [CHAR\_TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_TNT), [CHAR\_WALL](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_WALL), [CHAR\_ZOMBIE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\ITileChars.html#CHAR_ZOMBIE)

### Fields inherited from interface com.shlomi.golemland.Initialization.[Settings](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html)

[MOVE\_RADIUS](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#MOVE_RADIUS), [TEXTURE\_X\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_X_SCALE), [TEXTURE\_Y\_SCALE](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TEXTURE_Y_SCALE), [TILE\_WIDTH\_AND\_HEIGHT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\Initialization\Settings.html#TILE_WIDTH_AND_HEIGHT)

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**Map**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#Map-Activity-java.lang.String-)(Activity gameActivity, java.lang.String mapToOpenPath)  New map object. |

### *Method Summary*

|  |  |
| --- | --- |
| **All Methods**[**Instance Methods**](javascript:show(2);)[**Concrete Methods**](javascript:show(8);) | |
| **Modifier and Type** | **Method and Description** |
| void | [**drawMap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#drawMap-Canvas-)(Canvas canvas)  Draw the map. |
| void | [**explodeTNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#explodeTNT-com.shlomi.golemland.game.Core.Entitys.TNT-)([**TNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html) tnt)  When tnt explodes do this! ( This will be the final method of tnt lifecycle. |
| java.util.ArrayList<[**Tile**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)> | [**getSurroundingsOfLocation**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#getSurroundingsOfLocation-int-int-)(int verticalIndex, int horizontalIndex)  Return array list that defines 4 tiles near the tile parameter. |
| boolean | [**isPlayerOnCake**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#isPlayerOnCake--)()  Check if player is on cake. |
| [**Tiles**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) | [**isPlayerOnMonster**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#isPlayerOnMonster--)()  Check if player is intersects with monster. |
| boolean | [**placeTNT**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#placeTNT--)()  Method is called from gameActiviy. |
| void | [**setMobSurroundings**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#setMobSurroundings-com.shlomi.golemland.game.Core.Mobs.Mob-)([**Mob**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html) Mob)  Set Mob's surroundings. |
| void | [**tick**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Map.html#tick--)()  Tick the map (player,mobArray,tnts...) This is the main game loop / updater. |

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Field Detail*

#### player

public [Player](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Player.html) player

The player. NOTE: Only 1 is allowed in a map.

#### isThereTNTOnMap

public boolean isThereTNTOnMap

#### highScore

public int highScore

Score of this current game.

### *Constructor Detail*

#### Map

* + - public Map(Activity gameActivity,

java.lang.String mapToOpenPath)

New map object.

**Parameters:**

gameActivity - The game activity.

mapToOpenPath - Map to open string.

### *Method Detail*

#### isPlayerOnMonster

public [Tiles](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Constants\Tiles.html) isPlayerOnMonster()

Check if player is intersects with monster.

**Returns:**

Tiles enum, represent 'who touched the player'. Return null if no touch!

#### drawMap

public void drawMap(Canvas canvas)

Draw the map.

**Parameters:**

canvas -

#### setMobSurroundings

public void setMobSurroundings([Mob](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Mobs\Mob.html) Mob)

Set Mob's surroundings.

**Parameters:**

Mob - to set surroundings for

#### tick

public void tick()

Tick the map (player,mobArray,tnts...)  
This is the main game loop / updater.

#### placeTNT

public boolean placeTNT()

Method is called from gameActiviy.   
This method executes and puts TNT on the map.   
This is called when the user press on the inventory and selects tnt.

**Returns:**

True if the tnt successfuly added to map. Else, false.

#### explodeTNT

public void explodeTNT([TNT](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\TNT.html) tnt)

When tnt explodes do this! ( This will be the final method of tnt lifecycle. )

**Parameters:**

tnt - TNT to explode.

#### getSurroundingsOfLocation

* + - public java.util.ArrayList<[Tile](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Entitys\Tile.html)> getSurroundingsOfLocation(int verticalIndex,

int horizontalIndex)

Return array list that defines 4 tiles near the tile parameter.

**Returns:**

Return array list of surroundings. Array list is:   
  
Up,Down,Left,Right,OnThis;

#### isPlayerOnCake

public boolean isPlayerOnCake()

Check if player is on cake.

**Parameters:**

Tile - to check if cake.

**Returns:**

True or false.

com.shlomi.golemland.game.Core

## Class Textures

* java.lang.Object
  + com.shlomi.golemland.game.Core.Textures

public final class **Textures**

extends java.lang.Object

Class that holds all game textures, it must be initialize before use! All classes can access these bitmaps.

### *Field Summary*

|  |  |
| --- | --- |
| **Fields** | |
| **Modifier and Type** | **Field and Description** |
| static Bitmap | [**brickWallBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#brickWallBitmap) |
| static Bitmap | [**cakeBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#cakeBitmap) |
| static Bitmap | [**creeperBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#creeperBitmap) |
| static Bitmap | [**defaultBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#defaultBitmap)  This is pink + black texture. |
| static Bitmap | [**playerBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#playerBitmap) |
| static Bitmap | [**sidewalkBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#sidewalkBitmap) |
| static Bitmap | [**skeletonBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#skeletonBitmap) |
| static Bitmap | [**spiderBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#spiderBitmap) |
| static Bitmap | [**teleportBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#teleportBitmap) |
| static Bitmap | [**tntBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#tntBitmap) |
| static Bitmap | [**wallBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#wallBitmap) |
| static Bitmap | [**zombieBitmap**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#zombieBitmap) |

### *Constructor Summary*

|  |
| --- |
| **Constructors** |
| **Constructor and Description** |
| [**Textures**](file:///C:\Users\Shlomi\Desktop\%D7%90%D7%A0%D7%93%D7%A8%D7%95%D7%99%D7%93%20%D7%AA%D7%99%D7%A7%20%D7%A4%D7%A8%D7%95%D7%99%D7%99%D7%A7%D7%98%2011.06.2016\Java%20Documentation\doc\com\shlomi\golemland\game\Core\Textures.html#Textures-AssetManager-)(AssetManager assets)  Create a new texture object. |

### *Method Summary*

### Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### *Field Detail*

#### defaultBitmap

public static Bitmap defaultBitmap

This is pink + black texture.

#### wallBitmap

public static Bitmap wallBitmap

#### brickWallBitmap

public static Bitmap brickWallBitmap

#### playerBitmap

public static Bitmap playerBitmap

#### creeperBitmap

public static Bitmap creeperBitmap

#### sidewalkBitmap

public static Bitmap sidewalkBitmap

#### cakeBitmap

public static Bitmap cakeBitmap

#### tntBitmap

public static Bitmap tntBitmap

#### teleportBitmap

public static Bitmap teleportBitmap

#### zombieBitmap

public static Bitmap zombieBitmap

#### spiderBitmap

public static Bitmap spiderBitmap

#### skeletonBitmap

public static Bitmap skeletonBitmap

### *Constructor Detail*

#### Textures

public Textures(AssetManager assets)

Create a new texture object. Other classes can access this later.

**Parameters:**

assets - Assets from project.

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