Mensch ärgere dich nicht

Schnittstellenbeschreibung

Package
de.spareripsproduction.madn.client

de.spareripsproduction.madn.client
Class Game

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.Game
        |
        +-de.spareripsproduction.madn.client.Game
```

All Implemented Interfaces:
      UpdateInterface**,** RenderInterface

---

public class **Game**
extends Game
implements RenderInterface, UpdateInterface

Created by marian on 12/03/14.

Field Summary

public static final	ENV_DEV
	Value: **dev**
public static final	ENV_PROD
	Value: **prod**

Constructor Summary

public	Game()

Method Summary

static Game	getInstance()
static Game	getInstance(String environment)
Scene	getScene(String sceneName)
boolean	loadScene(String sceneName)
void	render(java.awt.Graphics2D context)
void	update()

Methods inherited from class de.spareripsproduction.tinyengine.Game

getWindow, run, setRenderer, setUpdater

Methods inherited from class java.lang.Object

---

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Fields

ENV_DEV

public static final java.lang.String **ENV_DEV**

Constant value: **dev**

ENV_PROD

public static final java.lang.String **ENV_PROD**

Constant value: **prod**

Constructors

Game

public **Game**()

Methods

getInstance

public static Game **getInstance**()

getInstance

public static Game **getInstance**(String environment)

render

public void **render**(java.awt.Graphics2D context)

update

```
public void update()
```

loadScene

```
public boolean loadScene(String sceneName)
```

getScene

```
public Scene getScene(String sceneName)
```

```
public void update()
```

de.spareripsproduction.madn.client
Class Main

```
java.lang.Object
    └─de.spareripsproduction.madn.client.Main
```

public class **Main**
extends Object

Created by marian on 08/02/14.

Constructor Summary

public	[Main]()

Method Summary

static void	[main](String[] args)

Methods inherited from class `java.lang.Object`

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

Constructors

Main

public **Main**()

Methods

main

public static void **main**(String[] args)

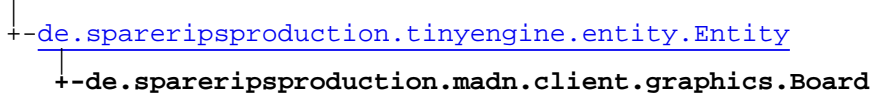# Package

de.spareripsproduction.madn.client.graphics

Lorem ipsum

de.spareripsproduction.madn.client.graphics
Class Board

```
java.lang.Object
    │
    +-de.spareripsproduction.tinyengine.entity.Entity
          │
          +-de.spareripsproduction.madn.client.graphics.Board
```

All Implemented Interfaces:
      RenderAndUpdateable, UpdateInterface, RenderInterface

---

public class **Board**
extends Entity
implements RenderInterface, UpdateInterface, RenderAndUpdateable

Created by marian on 12/03/14.

Fields inherited from class de.spareripsproduction.tinyengine.entity.Entity
height, sprite, width, x, y

Constructor Summary

public	Board(int x, int y)

Method Summary

Player	getActivePlayer()
Dice	getDice()
ArrayList	getGameFigures()
static Board	getInstance()
ArrayList	getPlayers()
void	render(java.awt.Graphics2D g)
void	update()

Methods inherited from class de.spareripsproduction.tinyengine.entity.Entity
collidesWith, getHeight, getHitBox, getIntHeight, getIntWidth, getIntX, getIntY, getWidth, getX, getY, move, render, setLocation, setSize, update

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable

render, update

Constructors

Board

```
public Board(int x,
             int y)
```

Methods

getInstance

```
public static Board getInstance()
```

update

```
public void update()
```

render

```
public void render(java.awt.Graphics2D g)
```

getGameFigures

```
public ArrayList getGameFigures()
```

getPlayers

```
public ArrayList getPlayers()
```

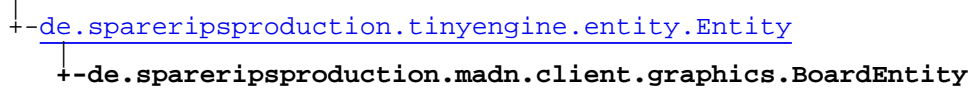## getActivePlayer

```
public Player getActivePlayer()
```

getDice

```
public Dice getDice()
```

de.spareripsproduction.madn.client.graphics
Class BoardEntity

```
java.lang.Object
    │
    +-de.spareripsproduction.tinyengine.entity.Entity
          │
          +-de.spareripsproduction.madn.client.graphics.BoardEntity
```

All Implemented Interfaces:
> UpdateInterface, RenderInterface

Direct Known Subclasses:
> GameFigure, Field

---

public class **BoardEntity**
extends Entity

Since:
> 2014-04-13

Author:
> Thomas Hampe

Version:
> 1.0

Field Summary

protected	boardPosition
protected	clicked
public static final	FIELD_SIZE Value: **48**
protected	hover
protected	id

Fields inherited from class de.spareripsproduction.tinyengine.entity.Entity

height, sprite, width, x, y

Constructor Summary

public	BoardEntity(String spriteRef, int id)

Method Summary

java.awt.Point	getBoardPosition()
int	getId()

---

float	[getX](#)()
float	[getY](#)()
boolean	[insideView](#)(java.awt.Point p)
boolean	[isClicked](#)()
boolean	[isHover](#)()
void	[setId](#)(int id)
void	[update](#)()
java.awt.Point	[updateBoardPosition](#)()

Methods inherited from class [de.spareripsproduction.tinyengine.entity.Entity](#)

[collidesWith](#), [getHeight](#), [getHitBox](#), [getIntHeight](#), [getIntWidth](#), [getIntX](#), [getIntY](#), [getWidth](#), [getX](#), [getY](#), [move](#), [render](#), [setLocation](#), [setSize](#), [update](#)

Methods inherited from class java.lang.Object

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

Methods inherited from interface [de.spareripsproduction.tinyengine.graphics.RenderInterface](#)

[render](#)

Methods inherited from interface [de.spareripsproduction.tinyengine.logic.UpdateInterface](#)

[update](#)

Fields

FIELD_SIZE

public static final int **FIELD_SIZE**

Constant value: **48**

id

protected int **id**

boardPosition

protected java.awt.Point **boardPosition**

hover

```
protected boolean hover
```

clicked

```
protected boolean clicked
```

Constructors

BoardEntity

```
public BoardEntity(String spriteRef,
                   int id)
```

Methods

getX

```
public float getX()
```

getY

```
public float getY()
```

update

```
public void update()
```

getBoardPosition

```
public java.awt.Point getBoardPosition()
```

setId

```
protected void setId(int id)
```

getId

```
public int getId()
```

updateBoardPosition

```
protected java.awt.Point updateBoardPosition()
```

isHover

```
protected boolean isHover()
```

isClicked

```
public boolean isClicked()
```

insideView

```
protected boolean insideView(java.awt.Point p)
```

de.spareripsproduction.madn.client.graphics
Interface RenderAndUpdateable

All Known Implementing Classes:
Scene, Dice, Player, GameFigure, Field, Board

---

public interface **RenderAndUpdateable**
extends

Created by marian on 12/03/14.

Method Summary

void	render(java.awt.Graphics2D g)
void	update()

Methods

update

public void **update**()

---

render

public void **render**(java.awt.Graphics2D g)
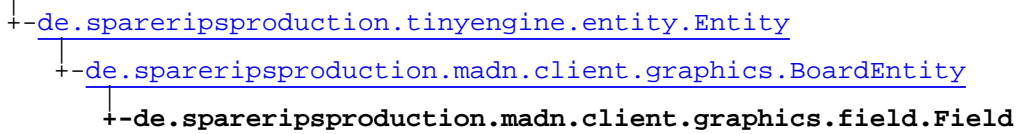
Package

de.spareripsproduction.madn.client.graphics.field

Lorem ipsum

de.spareripsproduction.madn.client.graphics.field
Class Field

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.entity.Entity
        |
        +-de.spareripsproduction.madn.client.graphics.BoardEntity
            |
            +-de.spareripsproduction.madn.client.graphics.field.Field
```

All Implemented Interfaces:
RenderAndUpdateable, UpdateInterface, RenderInterface

Direct Known Subclasses:
NormalField, SpawnField

---

public abstract class **Field**
extends BoardEntity
implements RenderInterface, UpdateInterface, RenderAndUpdateable

Created by marian on 12/03/14.

Field Summary

public static final	SPRITE_BLUE	
	Value: **sprites/SpawnFieldBlue.png**	
public static final	SPRITE_GREEN	
	Value: **sprites/SpawnFieldGreen.png**	
public static final	SPRITE_RED	
	Value: **sprites/SpawnFieldRed.png**	
public static final	SPRITE_YELLOW	
	Value: **sprites/SpawnFieldYellow.png**	

Fields inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity

boardPosition, clicked, FIELD_SIZE, hover, id

Fields inherited from class de.spareripsproduction.tinyengine.entity.Entity

height, sprite, width, x, y

Constructor Summary

public	Field(String spriteRef, int id)

Methods inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity

getBoardPosition, getId, getX, getY, insideView, isClicked, isHover, setId, update, updateBoardPosition

Methods inherited from class de.spareripsproduction.tinyengine.entity.Entity

collidesWith, getHeight, getHitBox, getIntHeight, getIntWidth, getIntX, getIntY, getWidth, getX, getY, move, render, setLocation, setSize, update

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable

render, update

Fields

SPRITE_RED

public static final java.lang.String **SPRITE_RED**

    Constant value: **sprites/SpawnFieldRed.png**

SPRITE_YELLOW

public static final java.lang.String **SPRITE_YELLOW**

    Constant value: **sprites/SpawnFieldYellow.png**

SPRITE_BLUE

public static final java.lang.String **SPRITE_BLUE**

    Constant value: **sprites/SpawnFieldBlue.png**

SPRITE_GREEN

public static final java.lang.String **SPRITE_GREEN**

    Constant value: **sprites/SpawnFieldGreen.png**

Constructors

Field

```
public Field(String spriteRef,
             int id)
```

de.spareripsproduction.madn.client.graphics.field
Class HomeEntryField

```
java.lang.Object
   |
   +-de.spareripsproduction.tinyengine.entity.Entity
      |
      +-de.spareripsproduction.madn.client.graphics.BoardEntity
         |
         +-de.spareripsproduction.madn.client.graphics.field.Field
            |
            +-de.spareripsproduction.madn.client.graphics.field.SpawnField
               |
               +-de.spareripsproduction.madn.client.graphics.field.HomeEntryField
```

All Implemented Interfaces:
UpdateInterface, RenderInterface, RenderAndUpdateable

---

public class **HomeEntryField**
extends SpawnField

Created by marian on 12/03/14.

Fields inherited from class de.spareripsproduction.madn.client.graphics.field.Field
SPRITE_BLUE, SPRITE_GREEN, SPRITE_RED, SPRITE_YELLOW

Fields inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity
boardPosition, clicked, FIELD_SIZE, hover, id

Fields inherited from class de.spareripsproduction.tinyengine.entity.Entity
height, sprite, width, x, y

Constructor Summary

public	HomeEntryField(String spriteRef, int id)

Methods inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity
getBoardPosition, getId, getX, getY, insideView, isClicked, isHover, setId, update, updateBoardPosition

Methods inherited from class de.spareripsproduction.tinyengine.entity.Entity
collidesWith, getHeight, getHitBox, getIntHeight, getIntWidth, getIntX, getIntY, getWidth, getX, getY, move, render, setLocation, setSize, update

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

---

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable

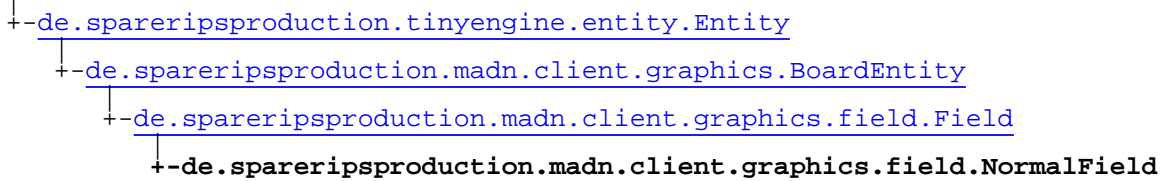render, update

Constructors

HomeEntryField

```
public HomeEntryField(String spriteRef,
                      int id)
```

de.spareripsproduction.madn.client.graphics.field
Class NormalField

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.entity.Entity
        |
        +-de.spareripsproduction.madn.client.graphics.BoardEntity
            |
            +-de.spareripsproduction.madn.client.graphics.field.Field
                |
                +-de.spareripsproduction.madn.client.graphics.field.NormalField
```

All Implemented Interfaces:
    UpdateInterface, RenderInterface, RenderAndUpdateable

---

public class **NormalField**
extends Field

Created by marian on 12/03/14.

Fields inherited from class de.spareripsproduction.madn.client.graphics.field.Field
SPRITE_BLUE, SPRITE_GREEN, SPRITE_RED, SPRITE_YELLOW

Fields inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity
boardPosition, clicked, FIELD_SIZE, hover, id

Fields inherited from class de.spareripsproduction.tinyengine.entity.Entity
height, sprite, width, x, y

Constructor Summary

public	NormalField(int id)
public	NormalField(String spriteRef, int id)

Methods inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity
getBoardPosition, getId, getX, getY, insideView, isClicked, isHover, setId, update, updateBoardPosition

Methods inherited from class de.spareripsproduction.tinyengine.entity.Entity
collidesWith, getHeight, getHitBox, getIntHeight, getIntWidth, getIntX, getIntY, getWidth, getX, getY, move, render, setLocation, setSize, update

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

---

render

Methods inherited from interface `de.spareripsproduction.tinyengine.logic.UpdateInterface`

update

Methods inherited from interface `de.spareripsproduction.madn.client.graphics.RenderAndUpdateable`

render, update

Constructors

NormalField

public **NormalField**(int id)

NormalField

public **NormalField**(String spriteRef,
                      int id)

de.spareripsproduction.madn.client.graphics.field
Class SpawnField

```
java.lang.Object
   |
   +-de.spareripsproduction.tinyengine.entity.Entity
      |
      +-de.spareripsproduction.madn.client.graphics.BoardEntity
         |
         +-de.spareripsproduction.madn.client.graphics.field.Field
            |
            +-de.spareripsproduction.madn.client.graphics.field.SpawnField
```
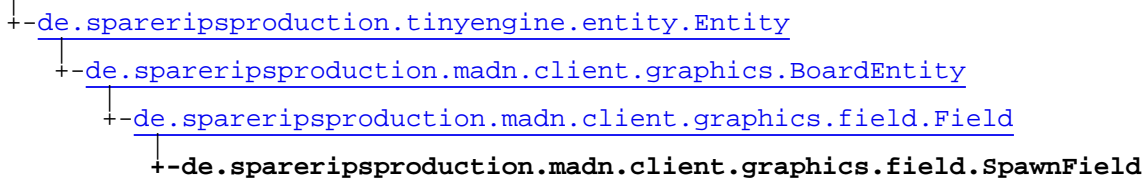
All Implemented Interfaces:
    UpdateInterface, RenderInterface, RenderAndUpdateable

Direct Known Subclasses:
    HomeEntryField

---

public class **SpawnField**
extends Field

Created by marian on 12/03/14.

Fields inherited from class de.spareripsproduction.madn.client.graphics.field.Field
SPRITE_BLUE, SPRITE_GREEN, SPRITE_RED, SPRITE_YELLOW

Fields inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity
boardPosition, clicked, FIELD_SIZE, hover, id

Fields inherited from class de.spareripsproduction.tinyengine.entity.Entity
height, sprite, width, x, y

Constructor Summary

public	SpawnField(String spriteRef, int id)

Methods inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity
getBoardPosition, getId, getX, getY, insideView, isClicked, isHover, setId, update, updateBoardPosition

Methods inherited from class de.spareripsproduction.tinyengine.entity.Entity
collidesWith, getHeight, getHitBox, getIntHeight, getIntWidth, getIntX, getIntY, getWidth, getX, getY, move, render, setLocation, setSize, update

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface `de.spareripsproduction.tinyengine.logic.UpdateInterface`

update

Methods inherited from interface `de.spareripsproduction.madn.client.graphics.RenderAndUpdateable`

render, update

Constructors

SpawnField

```
public SpawnField(String spriteRef,
                  int id)
```
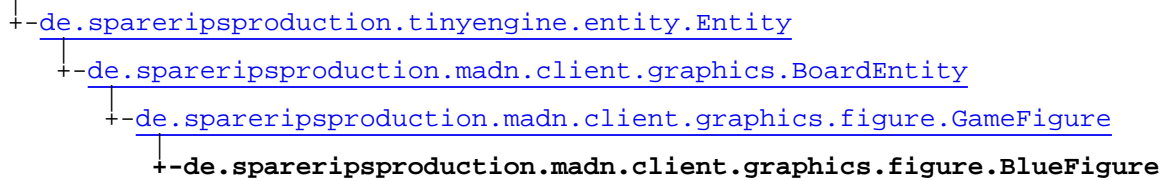
Package

de.spareripsproduction.madn.client.graphics.figure

Lorem ipsum

de.spareripsproduction.madn.client.graphics.figure
Class BlueFigure

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.entity.Entity
        |
        +-de.spareripsproduction.madn.client.graphics.BoardEntity
            |
            +-de.spareripsproduction.madn.client.graphics.figure.GameFigure
                |
                +-de.spareripsproduction.madn.client.graphics.figure.BlueFigure
```

All Implemented Interfaces:
> UpdateInterface, RenderInterface, RenderAndUpdateable

---

public class **BlueFigure**
extends GameFigure

Since:
> 2014-04-13

Author:
> Thomas Hampe

Version:
> 1.0

Field Summary

protected	homeStartId
protected	startId

Fields inherited from class de.spareripsproduction.madn.client.graphics.figure.GameFigure
hoverSprite, IN_HOUSE_ID, index, owner, SPRITE_BLUE, SPRITE_GREEN, SPRITE_RED, SPRITE_YELLOW

Fields inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity
boardPosition, clicked, FIELD_SIZE, hover, id

Fields inherited from class de.spareripsproduction.tinyengine.entity.Entity
height, sprite, width, x, y

Constructor Summary

public	BlueFigure(int index)

Method Summary

int	getHomeStartId()
int	getPlayerType()

int	getStartId()
java.awt.Point	updateBoardPosition()

Methods inherited from class de.spareripsproduction.madn.client.graphics.figure.GameFigure

canMove, getHomeStartId, getOwner, getPlayerType, getStartId, getY, isActive, isFieldOccupied, kick, move, move, render, setId

Methods inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity

getBoardPosition, getId, getX, getY, insideView, isClicked, isHover, setId, update, updateBoardPosition

Methods inherited from class de.spareripsproduction.tinyengine.entity.Entity

collidesWith, getHeight, getHitBox, getIntHeight, getIntWidth, getIntX, getIntY, getWidth, getX, getY, move, render, setLocation, setSize, update

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable

render, update

Fields

startId

protected int **startId**

homeStartId

protected int **homeStartId**

Constructors

BlueFigure

```
public BlueFigure(int index)
```

Methods

updateBoardPosition

```
public java.awt.Point updateBoardPosition()
```

getStartId

```
protected int getStartId()
```

getHomeStartId

```
public int getHomeStartId()
```

getPlayerType

```
protected int getPlayerType()
```

```
public BlueFigure(int index)
```

de.spareripsproduction.madn.client.graphics.figure
Class GameFigure

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.entity.Entity
        |
        +-de.spareripsproduction.madn.client.graphics.BoardEntity
            |
            +-de.spareripsproduction.madn.client.graphics.figure.GameFigure
```
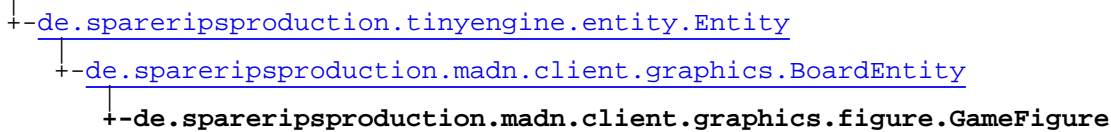
All Implemented Interfaces:
RenderAndUpdateable, UpdateInterface, RenderInterface

Direct Known Subclasses:
BlueFigure, GreenFigure, RedFigure, YellowFigure

---

public abstract class **GameFigure**
extends BoardEntity
implements RenderInterface, UpdateInterface, RenderAndUpdateable

Created by marian on 12/03/14.

Field Summary

protected	hoverSprite
public static final	IN_HOUSE_ID Value: **-1**
protected	index
protected	owner
public static final	SPRITE_BLUE Value: **sprites/figureBlue**
public static final	SPRITE_GREEN Value: **sprites/figureGreen**
public static final	SPRITE_RED Value: **sprites/figureRed**
public static final	SPRITE_YELLOW Value: **sprites/figureYellow**

Fields inherited from class `de.spareripsproduction.madn.client.graphics.BoardEntity`

`boardPosition`, `clicked`, `FIELD_SIZE`, `hover`, `id`

Fields inherited from class `de.spareripsproduction.tinyengine.entity.Entity`

height, sprite, width, x, y

Constructor Summary

public	GameFigure(String spriteRef, int id, int index)

Method Summary

boolean	canMove(int delta)
abstract int	getHomeStartId()
Player	getOwner()
abstract int	getPlayerType()
abstract int	getStartId()
float	getY()
boolean	isActive()
boolean	isFieldOccupied(int id)
void	kick()
boolean	move(int delta)
boolean	move(int delta, boolean dryRun)
void	render(java.awt.Graphics2D g)
void	setId(int id)

Methods inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity

getBoardPosition, getId, getX, getY, insideView, isClicked, isHover, setId, update, updateBoardPosition

Methods inherited from class de.spareripsproduction.tinyengine.entity.Entity

collidesWith, getHeight, getHitBox, getIntHeight, getIntWidth, getIntX, getIntY, getWidth, getX, getY, move, render, setLocation, setSize, update

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable

render, update

Fields

SPRITE_RED

public static final java.lang.String **SPRITE_RED**

Constant value: **sprites/figureRed**

SPRITE_YELLOW

public static final java.lang.String **SPRITE_YELLOW**

Constant value: **sprites/figureYellow**

SPRITE_BLUE

public static final java.lang.String **SPRITE_BLUE**

Constant value: **sprites/figureBlue**

SPRITE_GREEN

public static final java.lang.String **SPRITE_GREEN**

Constant value: **sprites/figureGreen**

IN_HOUSE_ID

public static final int **IN_HOUSE_ID**

Constant value: **-1**

index

protected int **index**

hoverSprite

```
protected de.spareripsproduction.tinyengine.graphics.Sprite hoverSprite
```

owner

```
protected de.spareripsproduction.madn.client.logic.Player owner
```

Constructors

GameFigure

```
public GameFigure(String spriteRef,
                  int id,
                  int index)
```

Parameters:
`spriteRef` - sprite of the figure
`id` - position on the field
`index` - figure index 0 to 3

Methods

getY

```
public float getY()
```

kick

```
public void kick()
```

move

```
public boolean move(int delta,
        boolean dryRun)
```

move

```
public boolean move(int delta)
```

isFieldOccupied

```
public boolean isFieldOccupied(int id)
```

canMove

`public boolean **canMove**(int delta)`

getStartId

`protected abstract int **getStartId**()`

getHomeStartId

`protected abstract int **getHomeStartId**()`

getPlayerType

`protected abstract int **getPlayerType**()`

render

`public void **render**(java.awt.Graphics2D g)`

setId

`protected void **setId**(int id)`

getOwner

`protected Player **getOwner**()`

isActive

`protected boolean **isActive**()`

de.spareripsproduction.madn.client.graphics.figure
Class GreenFigure

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.entity.Entity
        |
        +-de.spareripsproduction.madn.client.graphics.BoardEntity
            |
            +-de.spareripsproduction.madn.client.graphics.figure.GameFigure
                |
                +-de.spareripsproduction.madn.client.graphics.figure.GreenFigure
```
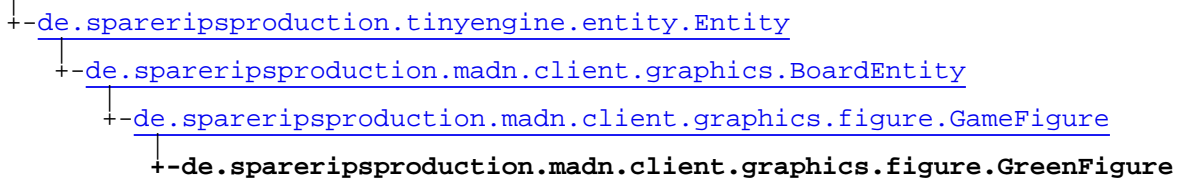
All Implemented Interfaces:
UpdateInterface, RenderInterface, RenderAndUpdateable

---

public class **GreenFigure**
extends GameFigure

Since:
2014-04-13
Author:
Thomas Hampe
Version:
1.0

Field Summary

protected	homeStartId
protected	startId

Fields inherited from class de.spareripsproduction.madn.client.graphics.figure.GameFigure
hoverSprite, IN_HOUSE_ID, index, owner, SPRITE_BLUE, SPRITE_GREEN, SPRITE_RED, SPRITE_YELLOW

Fields inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity
boardPosition, clicked, FIELD_SIZE, hover, id

Fields inherited from class de.spareripsproduction.tinyengine.entity.Entity
height, sprite, width, x, y

Constructor Summary

public	GreenFigure(int index)

Method Summary

int	getHomeStartId()
int	getPlayerType()

---

int	[getStartId](#)()
java.awt.Point	[updateBoardPosition](#)()

Methods inherited from class [de.spareripsproduction.madn.client.graphics.figure.GameFigure](#)

[canMove](#), [getHomeStartId](#), [getOwner](#), [getPlayerType](#), [getStartId](#), [getY](#), [isActive](#), [isFieldOccupied](#), [kick](#), [move](#), [move](#), [render](#), [setId](#)

Methods inherited from class [de.spareripsproduction.madn.client.graphics.BoardEntity](#)

[getBoardPosition](#), [getId](#), [getX](#), [getY](#), [insideView](#), [isClicked](#), [isHover](#), [setId](#), [update](#), [updateBoardPosition](#)

Methods inherited from class [de.spareripsproduction.tinyengine.entity.Entity](#)

[collidesWith](#), [getHeight](#), [getHitBox](#), [getIntHeight](#), [getIntWidth](#), [getIntX](#), [getIntY](#), [getWidth](#), [getX](#), [getY](#), [move](#), [render](#), [setLocation](#), [setSize](#), [update](#)

Methods inherited from class java.lang.Object

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

Methods inherited from interface [de.spareripsproduction.tinyengine.graphics.RenderInterface](#)

[render](#)

Methods inherited from interface [de.spareripsproduction.tinyengine.logic.UpdateInterface](#)

[update](#)

Methods inherited from interface [de.spareripsproduction.madn.client.graphics.RenderAndUpdateable](#)

[render](#), [update](#)

Fields

startId

protected int **startId**

homeStartId

protected int **homeStartId**

Constructors

GreenFigure

```
public GreenFigure(int index)
```

Methods

updateBoardPosition

```
public java.awt.Point updateBoardPosition()
```

getStartId

```
protected int getStartId()
```

getHomeStartId

```
public int getHomeStartId()
```

getPlayerType

```
protected int getPlayerType()
```

de.spareripsproduction.madn.client.graphics.figure
Class RedFigure

```
java.lang.Object
   |
   +-de.spareripsproduction.tinyengine.entity.Entity
       |
       +-de.spareripsproduction.madn.client.graphics.BoardEntity
           |
           +-de.spareripsproduction.madn.client.graphics.figure.GameFigure
               |
               +-de.spareripsproduction.madn.client.graphics.figure.RedFigure
```
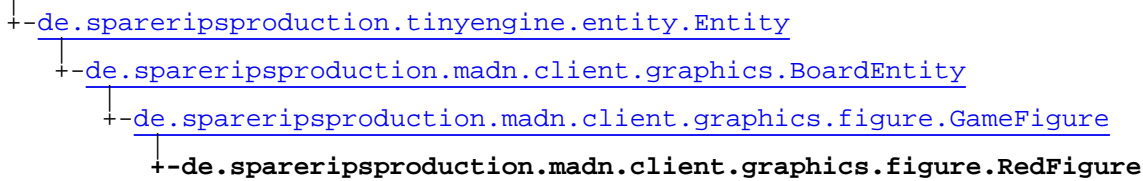
All Implemented Interfaces:
> UpdateInterface, RenderInterface, RenderAndUpdateable

---

public class **RedFigure**
extends GameFigure

Since:
> 2014-04-13

Author:
> Thomas Hampe

Version:
> 1.0

Field Summary

protected	homeStartId
protected	startId

Fields inherited from class de.spareripsproduction.madn.client.graphics.figure.GameFigure
hoverSprite, IN_HOUSE_ID, index, owner, SPRITE_BLUE, SPRITE_GREEN, SPRITE_RED, SPRITE_YELLOW

Fields inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity
boardPosition, clicked, FIELD_SIZE, hover, id

Fields inherited from class de.spareripsproduction.tinyengine.entity.Entity
height, sprite, width, x, y

Constructor Summary

public	RedFigure(int index)

Method Summary

int	getHomeStartId()
int	getPlayerType()

int	getStartId()
java.awt.Point	updateBoardPosition()

Methods inherited from class de.spareripsproduction.madn.client.graphics.figure.GameFigure

canMove, getHomeStartId, getOwner, getPlayerType, getStartId, getY, isActive, isFieldOccupied, kick, move, move, render, setId

Methods inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity

getBoardPosition, getId, getX, getY, insideView, isClicked, isHover, setId, update, updateBoardPosition

Methods inherited from class de.spareripsproduction.tinyengine.entity.Entity

collidesWith, getHeight, getHitBox, getIntHeight, getIntWidth, getIntX, getIntY, getWidth, getX, getY, move, render, setLocation, setSize, update

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable

render, update

Fields

startId

protected int **startId**

homeStartId

protected int **homeStartId**

Constructors

RedFigure

```
public RedFigure(int index)
```

Methods

updateBoardPosition

```
public java.awt.Point updateBoardPosition()
```

getStartId

```
protected int getStartId()
```

getHomeStartId

```
public int getHomeStartId()
```

getPlayerType

```
protected int getPlayerType()
```

de.spareripsproduction.madn.client.graphics.figure
Class YellowFigure

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.entity.Entity
        |
        +-de.spareripsproduction.madn.client.graphics.BoardEntity
            |
            +-de.spareripsproduction.madn.client.graphics.figure.GameFigure
                |
                +-de.spareripsproduction.madn.client.graphics.figure.YellowFigure
```
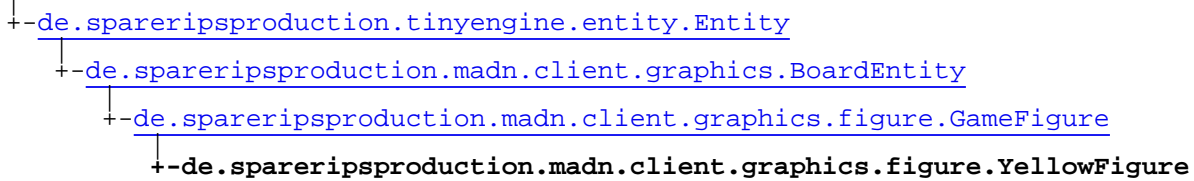
All Implemented Interfaces:
> UpdateInterface, RenderInterface, RenderAndUpdateable

---

public class **YellowFigure**
extends GameFigure

Since:
> 2014-04-13

Author:
> Thomas Hampe

Version:
> 1.0

Field Summary

protected	homeStartId
protected	startId

Fields inherited from class de.spareripsproduction.madn.client.graphics.figure.GameFigure
hoverSprite, IN_HOUSE_ID, index, owner, SPRITE_BLUE, SPRITE_GREEN, SPRITE_RED, SPRITE_YELLOW

Fields inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity
boardPosition, clicked, FIELD_SIZE, hover, id

Fields inherited from class de.spareripsproduction.tinyengine.entity.Entity
height, sprite, width, x, y

Constructor Summary

public	YellowFigure(int index)

Method Summary

int	getHomeStartId()
int	getPlayerType()

---

int	getStartId()
java.awt.Point	updateBoardPosition()

Methods inherited from class de.spareripsproduction.madn.client.graphics.figure.GameFigure

canMove, getHomeStartId, getOwner, getPlayerType, getStartId, getY, isActive, isFieldOccupied, kick, move, move, render, setId

Methods inherited from class de.spareripsproduction.madn.client.graphics.BoardEntity

getBoardPosition, getId, getX, getY, insideView, isClicked, isHover, setId, update, updateBoardPosition

Methods inherited from class de.spareripsproduction.tinyengine.entity.Entity

collidesWith, getHeight, getHitBox, getIntHeight, getIntWidth, getIntX, getIntY, getWidth, getX, getY, move, render, setLocation, setSize, update

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable

render, update

Fields

startId

protected int **startId**

homeStartId

protected int **homeStartId**

Constructors

YellowFigure

```
public YellowFigure(int index)
```

Methods

updateBoardPosition

```
public java.awt.Point updateBoardPosition()
```

getStartId

```
protected int getStartId()
```

getHomeStartId

```
public int getHomeStartId()
```

getPlayerType

```
protected int getPlayerType()
```

Package

de.spareripsproduction.madn.client.logic

Lorem ipsum

de.spareripsproduction.madn.client.logic
Class Dice

```
java.lang.Object
    │
    └─de.spareripsproduction.madn.client.logic.Dice
```

All Implemented Interfaces:
> RenderAndUpdateable

---

public class **Dice**
extends Object
implements RenderAndUpdateable

Created by marian on 12/03/14.

Field Summary

protected	clicked
protected	hover
protected	locked

Constructor Summary

public	Dice(int x, int y)

Method Summary

int	getHeight()
int	getLastNumber()
int	getNextNumber()
int	getWidth()
int	getX()
int	getY()
boolean	insideView(java.awt.Point p)
boolean	isClicked()
boolean	isHover()

boolean	[isLocked](${}())()
void	[lock](${}())()
void	[render](${}())(java.awt.Graphics2D g)
void	[renderCircle](${}())(java.awt.Graphics2D g, int x, int y, int radius)
void	[renderFive](${}())(java.awt.Graphics2D g)
void	[renderFour](${}())(java.awt.Graphics2D g)
void	[renderOne](${}())(java.awt.Graphics2D g)
void	[renderSix](${}())(java.awt.Graphics2D g)
void	[renderThree](${}())(java.awt.Graphics2D g)
void	[renderTwo](${}())(java.awt.Graphics2D g)
void	[reset](${}())()
void	[setX](${}())(int x)
void	[setY](${}())(int y)
void	[unlock](${}())()
void	[update](${}())()

Methods inherited from class `java.lang.Object`

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

Methods inherited from interface [de.spareripsproduction.madn.client.graphics.RenderAndUpdateable](${})

[render](${}), [update](${})

Fields

hover

protected boolean **hover**

clicked

```
protected boolean clicked
```

locked

```
protected boolean locked
```

Constructors

Dice

```
public Dice(int x,
            int y)
```

Methods

getNextNumber

```
public int getNextNumber()
```

reset

```
public void reset()
```

update

```
public void update()
```

setX

```
public void setX(int x)
```

setY

```
public void setY(int y)
```

render

```
public void render(java.awt.Graphics2D g)
```

renderOne

```
protected void renderOne(java.awt.Graphics2D g)
```

renderTwo

```
protected void renderTwo(java.awt.Graphics2D g)
```

renderThree

```
protected void renderThree(java.awt.Graphics2D g)
```

renderFour

```
protected void renderFour(java.awt.Graphics2D g)
```

renderFive

```
protected void renderFive(java.awt.Graphics2D g)
```

renderSix

```
protected void renderSix(java.awt.Graphics2D g)
```

renderCircle

```
protected void renderCircle(java.awt.Graphics2D g,
        int x,
        int y,
        int radius)
```

getLastNumber

```
public int getLastNumber()
```

getX

```
public int getX()
```

getY

```
public int getY()
```

getWidth

```
public int getWidth()
```

getHeight

```
public int getHeight()
```

isHover

```
protected boolean isHover()
```

isClicked

```
protected boolean isClicked()
```

insideView

```
protected boolean insideView(java.awt.Point p)
```

unlock

```
public void unlock()
```

isLocked

```
public boolean isLocked()
```

lock

```
public void lock()
```

de.spareripsproduction.madn.client.logic
Class Player

```
java.lang.Object
    |
    +-de.spareripsproduction.madn.client.logic.Player
```

All Implemented Interfaces:
> RenderAndUpdateable

---

public class **Player**
extends Object
implements RenderAndUpdateable

Created by marian on 12/03/14.

Field Summary

protected	active	
public static final	BLUE_PLAYER	
	Value: **1**	
public static final	GREEN_PLAYER	
	Value: **2**	
protected static	last	
protected	name	
protected	nameLabel	
public static final	RED_PLAYER	
	Value: **0**	
protected	rollCount	
protected	type	
public static final	YELLOW_PLAYER	
	Value: **3**	

Constructor Summary

public	Player(int type)

Method Summary

void	[activate](#)()
boolean	[canMove](#)()
boolean	[canRollDiceAgain](#)()
boolean	[canRollDiceThreeTimes](#)()
[Dice](#)	[getDice](#)()
ArrayList	[getGameFigures](#)()
int	[getType](#)()
boolean	[isActive](#)()
void	[makeMove](#)()
void	[nextPlayer](#)()
void	[render](#)(java.awt.Graphics2D g)
void	[update](#)()

Methods inherited from class `java.lang.Object`

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

Methods inherited from interface [de.spareripsproduction.madn.client.graphics.RenderAndUpdateable](#)

[render](#), [update](#)

Fields

RED_PLAYER

`public static final int ` **`RED_PLAYER`**

Constant value: **0**

BLUE_PLAYER

`public static final int ` **`BLUE_PLAYER`**

Constant value: **1**

GREEN_PLAYER

`public static final int `**`GREEN_PLAYER`**

Constant value: **2**

YELLOW_PLAYER

`public static final int `**`YELLOW_PLAYER`**

Constant value: **3**

type

`protected int `**`type`**

active

`protected boolean `**`active`**

rollCount

`protected int `**`rollCount`**

name

`protected java.lang.String `**`name`**

last

`protected static long `**`last`**

nameLabel

`protected de.spareripsproduction.tinyengine.gui.TELabel `**`nameLabel`**

Constructors

Player

`public `**`Player`**`(int type)`

Methods

makeMove

`public void` **`makeMove`**`()`

---

update

`public void` **`update`**`()`

---

canRollDiceThreeTimes

`protected boolean` **`canRollDiceThreeTimes`**`()`

---

canRollDiceAgain

`protected boolean` **`canRollDiceAgain`**`()`

---

canMove

`protected boolean` **`canMove`**`()`

---

getDice

`protected` [Dice](#) **`getDice`**`()`

---

activate

`public void` **`activate`**`()`

---

nextPlayer

`public void` **`nextPlayer`**`()`

---

render

`public void` **`render`**`(java.awt.Graphics2D g)`

(continued from last page)

getGameFigures

```
public ArrayList getGameFigures()
```

isActive

```
public boolean isActive()
```

getType

```
public int getType()
```

getGameFigures

```
public ArrayList getGameFigures()
```

de.spareripsproduction.madn.client.logic
Class Settings

```
java.lang.Object
    │
    +-de.spareripsproduction.madn.client.logic.Settings
```

public class **Settings**
extends Object

Created by atissen on 26.03.14.

Field Summary

public static	Player1Name
public static	Player2Name
public static	Player3Name
public static	Player4Name
public static	playerCount

Constructor Summary

public	Settings()

Methods inherited from class `java.lang.Object`

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

Fields

Player1Name

public static java.lang.String **Player1Name**

Player2Name

public static java.lang.String **Player2Name**

Player3Name

```
public static java.lang.String Player3Name
```

Player4Name

```
public static java.lang.String Player4Name
```

playerCount

```
public static int playerCount
```
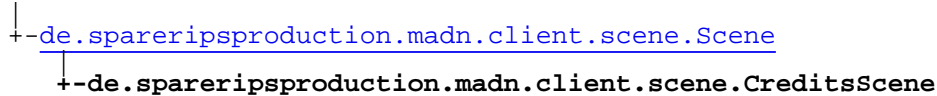
Constructors

Settings

```
public Settings()
```

Package

de.spareripsproduction.madn.client.scene

Lorem ipsum

de.spareripsproduction.madn.client.scene
Class CreditsScene

```
java.lang.Object
    |
    +-de.spareripsproduction.madn.client.scene.Scene
          |
          +-de.spareripsproduction.madn.client.scene.CreditsScene
```

All Implemented Interfaces:
> RenderAndUpdateable

---

public class **CreditsScene**
extends Scene

Since:
> 2014-04-15

Author:
> Thomas Hampe

Version:
> 1.0

Field Summary

protected	backButton
protected	background
protected	creditsCollection
protected	fatRaccoon
protected	showRaccoon
protected	title

Fields inherited from class de.spareripsproduction.madn.client.scene.Scene

SCENE_CREDITS, SCENE_GAME, SCENE_INTRO, SCENE_MENU, SCENE_SCORE, SCENE_SETTINGS

Constructor Summary

public	CreditsScene()

Method Summary

void	load()
void	render(java.awt.Graphics2D g)

---

void	unload()	
void	update()	

Methods inherited from class de.spareripsproduction.madn.client.scene.Scene

load, unload

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable

render, update

Fields

background

protected de.spareripsproduction.tinyengine.entity.Entity **background**

fatRaccoon

protected javax.swing.ImageIcon **fatRaccoon**

showRaccoon

protected boolean **showRaccoon**

backButton

protected de.spareripsproduction.tinyengine.gui.TEButton **backButton**

title

protected de.spareripsproduction.tinyengine.gui.TELabel **title**

creditsCollection

protected de.spareripsproduction.tinyengine.gui.TECollectionVertical **creditsCollection**

Constructors

CreditsScene

```
public CreditsScene()
```

Methods

load

```
public void load()
```

unload

```
public void unload()
```
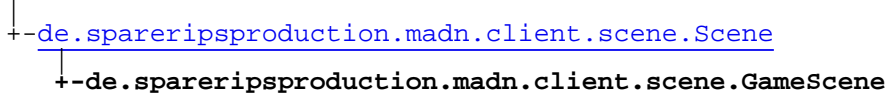
update

```
public void update()
```

render

```
public void render(java.awt.Graphics2D g)
```

de.spareripsproduction.madn.client.scene
Class GameScene

```
java.lang.Object
   |
   +-de.spareripsproduction.madn.client.scene.Scene
        |
        +-de.spareripsproduction.madn.client.scene.GameScene
```

All Implemented Interfaces:
RenderAndUpdateable

---

public class **GameScene**
extends Scene

Created by marian on 12/03/14.

Fields inherited from class de.spareripsproduction.madn.client.scene.Scene
SCENE_CREDITS, SCENE_GAME, SCENE_INTRO, SCENE_MENU, SCENE_SCORE, SCENE_SETTINGS

Constructor Summary

public	GameScene()

Method Summary

Board	getBoard()
void	load()
void	render(java.awt.Graphics2D g)
void	unload()
void	update()

Methods inherited from class de.spareripsproduction.madn.client.scene.Scene
load, unload

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable
render, update

Constructors

GameScene

```
public GameScene()
```

Methods

load

```
public void load()
```

unload

```
public void unload()
```

update

```
public void update()
```

render

```
public void render(java.awt.Graphics2D g)
```

getBoard

```
public Board getBoard()
```

de.spareripsproduction.madn.client.scene
Class IntroScene

```
java.lang.Object
    │
    +–de.spareripsproduction.madn.client.scene.Scene
        │
        +–de.spareripsproduction.madn.client.scene.IntroScene
```
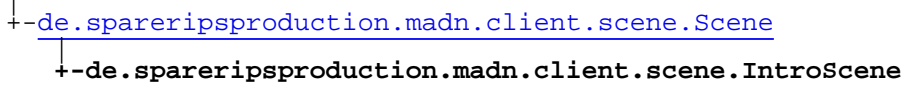
All Implemented Interfaces:
>   RenderAndUpdateable

---

public class **IntroScene**
extends Scene

Since:
>   2014-03-19

Author:
>   Thomas Hampe

Version:
>   1.0

Fields inherited from class de.spareripsproduction.madn.client.scene.Scene
SCENE_CREDITS, SCENE_GAME, SCENE_INTRO, SCENE_MENU, SCENE_SCORE, SCENE_SETTINGS

Constructor Summary

public	IntroScene()

Method Summary

void	load()
void	render(java.awt.Graphics2D g)
void	unload()
void	update()

Methods inherited from class de.spareripsproduction.madn.client.scene.Scene
load, unload

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable
render, update

Constructors

IntroScene

```
public IntroScene()
```

Methods

load

```
public void load()
```

unload

```
public void unload()
```

update

```
public void update()
```

render
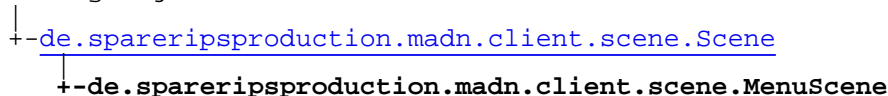
```
public void render(java.awt.Graphics2D g)
```

de.spareripsproduction.madn.client.scene
Class MenuScene

```
java.lang.Object
    |
    +-de.spareripsproduction.madn.client.scene.Scene
        |
        +-de.spareripsproduction.madn.client.scene.MenuScene
```

All Implemented Interfaces:
> java.awt.event.ActionListener, RenderAndUpdateable

---

public class **MenuScene**
extends Scene
implements RenderAndUpdateable, java.awt.event.ActionListener

Created by marian on 12/03/14.

Fields inherited from class de.spareripsproduction.madn.client.scene.Scene
SCENE_CREDITS, SCENE_GAME, SCENE_INTRO, SCENE_MENU, SCENE_SCORE, SCENE_SETTINGS

Constructor Summary

public	MenuScene()

Method Summary

void	actionPerformed(java.awt.event.ActionEvent e)
void	load()
void	render(java.awt.Graphics2D g)
void	unload()
void	update()

Methods inherited from class de.spareripsproduction.madn.client.scene.Scene
load, unload

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable
render, update

Methods inherited from interface java.awt.event.ActionListener

---

actionPerformed

Constructors

MenuScene

public **MenuScene**()

Methods

load

public void **load**()

unload

public void **unload**()

update

public void **update**()

render

public void **render**(java.awt.Graphics2D g)

actionPerformed

public void **actionPerformed**(java.awt.event.ActionEvent e)

de.spareripsproduction.madn.client.scene
Class Scene

```
java.lang.Object
    |
    +-de.spareripsproduction.madn.client.scene.Scene
```

All Implemented Interfaces:
> [RenderAndUpdateable](#)

Direct Known Subclasses:
> [CreditsScene](#), [GameScene](#), [IntroScene](#), [MenuScene](#), [ScoreScene](#), [SettingsScene](#)

---

public abstract class **Scene**
extends Object
implements [RenderAndUpdateable](#)

Created by marian on 12/03/14.

Field Summary

public static final	[SCENE_CREDITS](#) Value: **credits**
public static final	[SCENE_GAME](#) Value: **game**
public static final	[SCENE_INTRO](#) Value: **intro**
public static final	[SCENE_MENU](#) Value: **menu**
public static final	[SCENE_SCORE](#) Value: **score**
public static final	[SCENE_SETTINGS](#) Value: **settings**

Constructor Summary

public	[Scene](#)()

Method Summary

abstract void	[load](#)()
abstract void	[unload](#)()

Methods inherited from class `java.lang.Object`
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface `de.spareripsproduction.madn.client.graphics.RenderAndUpdateable`
render, update

Fields

SCENE_GAME

public static final java.lang.String **SCENE_GAME**

Constant value: `game`

SCENE_MENU

public static final java.lang.String **SCENE_MENU**

Constant value: `menu`

SCENE_SCORE

public static final java.lang.String **SCENE_SCORE**

Constant value: `score`

SCENE_INTRO

public static final java.lang.String **SCENE_INTRO**

Constant value: `intro`

SCENE_SETTINGS

public static final java.lang.String **SCENE_SETTINGS**

Constant value: `settings`

SCENE_CREDITS

public static final java.lang.String **SCENE_CREDITS**

Constant value: `credits`

Constructors

Scene

```
public Scene()
```

Methods

load

```
public abstract void load()
```

unload

```
public abstract void unload()
```

Scene

```
public Scene()
```

de.spareripsproduction.madn.client.scene
Class ScoreScene

```
java.lang.Object
    |
    +-de.spareripsproduction.madn.client.scene.Scene
        |
        +-de.spareripsproduction.madn.client.scene.ScoreScene
```
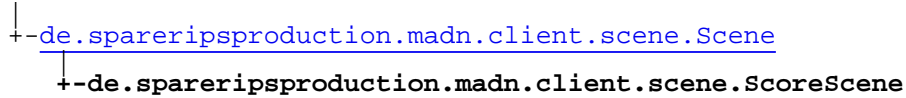
All Implemented Interfaces:
> RenderAndUpdateable

---

public class **ScoreScene**
extends Scene

Created by marian on 12/03/14.

Fields inherited from class de.spareripsproduction.madn.client.scene.Scene
SCENE_CREDITS, SCENE_GAME, SCENE_INTRO, SCENE_MENU, SCENE_SCORE, SCENE_SETTINGS

Constructor Summary

public	ScoreScene()

Method Summary

void	load()
void	render(java.awt.Graphics2D g)
void	unload()
void	update()

Methods inherited from class de.spareripsproduction.madn.client.scene.Scene
load, unload

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable
render, update

Constructors

ScoreScene

public **ScoreScene**()

Methods

load

public void **load**()

unload

public void **unload**()

update

public void **update**()

render

public void **render**(java.awt.Graphics2D g)

public **ScoreScene**()

de.spareripsproduction.madn.client.scene
Class SettingsScene

```
java.lang.Object
    |
    +-de.spareripsproduction.madn.client.scene.Scene
        |
        +-de.spareripsproduction.madn.client.scene.SettingsScene
```

All Implemented Interfaces:
> RenderAndUpdateable

---

public class **SettingsScene**
extends Scene

Created by atissen on 26.03.14.

Fields inherited from class de.spareripsproduction.madn.client.scene.Scene

SCENE_CREDITS, SCENE_GAME, SCENE_INTRO, SCENE_MENU, SCENE_SCORE, SCENE_SETTINGS

Constructor Summary

public	SettingsScene()

Method Summary

void	load()
void	render(java.awt.Graphics2D g)
void	unload()
void	update()

Methods inherited from class de.spareripsproduction.madn.client.scene.Scene

load, unload

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.madn.client.graphics.RenderAndUpdateable

render, update

Constructors

SettingsScene

```
public SettingsScene()
```

Methods

load

```
public void load()
```

unload

```
public void unload()
```
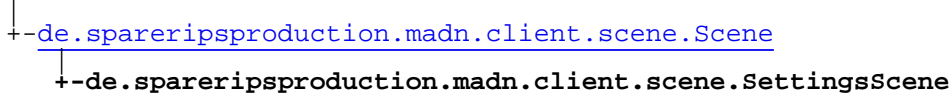
update

```
public void update()
```

render

```
public void render(java.awt.Graphics2D g)
```

Package
de.spareripsproduction.tinyengine

Provides the classes necessary to create an applet and the classes an applet uses to communicate with its applet context.

The applet framework involves two entities: the applet and the applet context. An applet is an embeddable window (see the `java.awt.Panel` class) with a few extra methods that the applet context can use to initialize, start, and stop the applet.

de.spareripsproduction.tinyengine
Class Core

```
java.lang.Object
    │
    +-de.spareripsproduction.tinyengine.Core
```

Deprecated.

public class **Core**
extends Object

Core class should no longer be used, will be removed

Since:
> 2014-03-08

Author:
> Thomas Hampe

Version:
> 1.0

Constructor Summary

public	[Core](#)() **Deprecated.**

Method Summary

static void	[exit](#)(int code) **Deprecated.**
static void	[log](#)(String s) **Deprecated.**

Methods inherited from class `java.lang.Object`

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

Constructors

Core

public **Core**()

> **Deprecated.**

Methods

log

public static void **log**(String s)

Deprecated.

log a message

Parameters:
    `s` - Message to log

exit

`public static void `**`exit`**`(int code)`

Deprecated.

Exits the program

Parameters:
    `code` - ExitCode

de.spareripsproduction.tinyengine
Class FontManager

```
java.lang.Object
    │
    +-de.spareripsproduction.tinyengine.FontManager
```

public class **FontManager**
extends Object

The FontManager Class is responsible loading fonts
Since:
> 2014-03-11

Author:
> Thomas Hampe

Version:
> 1.0

Field Summary

public static final	FONT_ARIZONIA
	Value: **fonts/SignPainter-HouseScript.ttf**
public static final	FONT_COMIC_NEUE
	Value: **fonts/ComicNeue-Regular.ttf**
public static final	FONT_COMIC_NEUE_BOLD
	Value: **fonts/ComicNeue-Bold-Oblique.ttf**
public static final	FONT_DROID_SANS
	Value: **fonts/SignPainter-HouseScript.ttf**
public static final	FONT_PRESS_START_2P
	Value: **fonts/PressStart2P-Regular.ttf**

Constructor Summary

public	FontManager()

Method Summary

static java.awt.Font	getFont(String resourceRef, int fontSize)

Methods inherited from class java.lang.Object

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

Fields

FONT_PRESS_START_2P

public static final java.lang.String **FONT_PRESS_START_2P**

Constant value: **fonts/PressStart2P-Regular.ttf**

FONT_ARIZONIA

public static final java.lang.String **FONT_ARIZONIA**

Constant value: **fonts/SignPainter-HouseScript.ttf**

FONT_COMIC_NEUE

public static final java.lang.String **FONT_COMIC_NEUE**

Constant value: **fonts/ComicNeue-Regular.ttf**

FONT_COMIC_NEUE_BOLD

public static final java.lang.String **FONT_COMIC_NEUE_BOLD**

Constant value: **fonts/ComicNeue-Bold-Oblique.ttf**

FONT_DROID_SANS

public static final java.lang.String **FONT_DROID_SANS**

Constant value: **fonts/SignPainter-HouseScript.ttf**

Constructors

FontManager

public **FontManager**()

Methods

getFont

public static java.awt.Font **getFont**(String resourceRef,
        int fontSize)

de.spareripsproduction.tinyengine
Class Game

```
java.lang.Object
    │
    +–de.spareripsproduction.tinyengine.Game
```

Direct Known Subclasses:
> [Game](#)

---

public class **Game**
extends Object

Main Class for the Game, handles logic updates und rendering
Since:
> 2014-03-10

Author:
> Thomas Hampe

Version:
> 1.0

Constructor Summary

public	[Game](#)(String title, int width, int height) Default constructor
public	[Game](#)(String title, int width, int height, [UpdateInterface](#) updater, [RenderInterface](#) renderer) Constructor with update und render objects

Method Summary

[GameWindow](#)	[getWindow](#)() the game window
void	[run](#)() the game loop
void	[setRenderer](#)([RenderInterface](#) renderer) Sets the render
void	[setUpdater](#)([UpdateInterface](#) updater) Sets the updater

Methods inherited from class `java.lang.Object`

`clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Constructors

Game

```
public Game(String title,
            int width,
            int height)
```

Default constructor

Parameters:
`title` - of the Window
`width` - of the Window in px
`height` - of the Window in px

Game

```
public Game(String title,
            int width,
            int height,
            UpdateInterface updater,
            RenderInterface renderer)
```

Constructor with update und render objects

Parameters:
`title` - of the Window
`width` - of the Window in px
`height` - of the Window in px
`updater` - Updates the Logic
`renderer` - Renders the window

Methods

run

```
public void run()
```

the game loop

setRenderer

```
public void setRenderer(RenderInterface renderer)
```

Sets the render

Parameters:
`renderer` - is responsible for rendering

setUpdater

```
public void setUpdater(UpdateInterface updater)
```

Sets the updater

Parameters:
`updater` - is responsible for updating

getWindow

`public` `GameWindow` **`getWindow`**`()`

the game window

Returns:
the Window

de.spareripsproduction.tinyengine
Class GameWindow

```
java.lang.Object
    │
    +-java.awt.Component
        │
        +-java.awt.Canvas
            │
            +-de.spareripsproduction.tinyengine.GameWindow
```

All Implemented Interfaces:
>   Serializable**,** java.awt.MenuContainer**,** java.awt.image.ImageObserver**,** javax.accessibility.Accessible

---

public class **GameWindow**
extends java.awt.Canvas

Responsible for the Game Window

Since:
>   2014-03-08

Author:
>   Thomas Hampe

Version:
>   1.0

Fields inherited from class `java.awt.Component`
`BOTTOM_ALIGNMENT, CENTER_ALIGNMENT, LEFT_ALIGNMENT, RIGHT_ALIGNMENT, TOP_ALIGNMENT`

Fields inherited from interface `java.awt.image.ImageObserver`
`ABORT, ALLBITS, ERROR, FRAMEBITS, HEIGHT, PROPERTIES, SOMEBITS, WIDTH`

Constructor Summary

public	`GameWindow(String title, int width, int height)` Constructor for the Game Window, should not be used, use getInstance() instead

Method Summary

`javax.swing.JFrame`	`getFrame()`
`java.awt.Graphics2D`	`getGraphicsContext()` Returns the context on which we draw
static `GameWindow`	`getInstance()` Singleton method with no params, should be used for getting the singleton
static `GameWindow`	`getInstance(String title, int width, int height)` Single method should be used for creating a new Window
void	`repaint()` Repaints the window
void	`setTitle(String title)` Sets the Title of the window

Methods inherited from class `java.awt.Canvas`

addNotify, createBufferStrategy, createBufferStrategy, getAccessibleContext, getBufferStrategy, paint, update

Methods inherited from class `java.awt.Component`

action, add, addComponentListener, addFocusListener, addHierarchyBoundsListener, addHierarchyListener, addInputMethodListener, addKeyListener, addMouseListener, addMouseMotionListener, addMouseWheelListener, addNotify, addPropertyChangeListener, addPropertyChangeListener, applyComponentOrientation, areFocusTraversalKeysSet, bounds, checkImage, checkImage, coalesceEvents, contains, contains, createImage, createImage, createVolatileImage, createVolatileImage, deliverEvent, disable, disableEvents, dispatchEvent, doLayout, enable, enable, enableEvents, enableInputMethods, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, firePropertyChange, getAccessibleContext, getAlignmentX, getAlignmentY, getBackground, getBaseline, getBaselineResizeBehavior, getBounds, getBounds, getColorModel, getComponentAt, getComponentAt, getComponentListeners, getComponentOrientation, getCursor, getDropTarget, getFocusCycleRootAncestor, getFocusListeners, getFocusTraversalKeys, getFocusTraversalKeysEnabled, getFont, getFontMetrics, getForeground, getGraphics, getGraphicsConfiguration, getHeight, getHierarchyBoundsListeners, getHierarchyListeners, getIgnoreRepaint, getInputContext, getInputMethodListeners, getInputMethodRequests, getKeyListeners, getListeners, getLocale, getLocation, getLocation, getLocationOnScreen, getMaximumSize, getMinimumSize, getMouseListeners, getMouseMotionListeners, getMousePosition, getMouseWheelListeners, getName, getParent, getPeer, getPreferredSize, getPropertyChangeListeners, getPropertyChangeListeners, getSize, getSize, getToolkit, getTreeLock, getWidth, getX, getY, gotFocus, handleEvent, hasFocus, hide, imageUpdate, inside, invalidate, isBackgroundSet, isCursorSet, isDisplayable, isDoubleBuffered, isEnabled, isFocusable, isFocusCycleRoot, isFocusOwner, isFocusTraversable, isFontSet, isForegroundSet, isLightweight, isMaximumSizeSet, isMinimumSizeSet, isOpaque, isPreferredSizeSet, isShowing, isValid, isVisible, keyDown, keyUp, layout, list, list, list, list, list, locate, location, lostFocus, minimumSize, mouseDown, mouseDrag, mouseEnter, mouseExit, mouseMove, mouseUp, move, nextFocus, paint, paintAll, paramString, postEvent, preferredSize, prepareImage, prepareImage, print, printAll, processComponentEvent, processEvent, processFocusEvent, processHierarchyBoundsEvent, processHierarchyEvent, processInputMethodEvent, processKeyEvent, processMouseEvent, processMouseMotionEvent, processMouseWheelEvent, remove, removeComponentListener, removeFocusListener, removeHierarchyBoundsListener, removeHierarchyListener, removeInputMethodListener, removeKeyListener, removeMouseListener, removeMouseMotionListener, removeMouseWheelListener, removeNotify, removePropertyChangeListener, removePropertyChangeListener, repaint, repaint, repaint, repaint, requestFocus, requestFocus, requestFocusInWindow, requestFocusInWindow, reshape, resize, resize, setBackground, setBounds, setBounds, setComponentOrientation, setCursor, setDropTarget, setEnabled, setFocusable, setFocusTraversalKeys, setFocusTraversalKeysEnabled, setFont, setForeground, setIgnoreRepaint, setLocale, setLocation, setLocation, setMaximumSize, setMinimumSize, setName, setPreferredSize, setSize, setSize, setVisible, show, show, size, toString, transferFocus, transferFocusBackward, transferFocusUpCycle, update, validate

Methods inherited from class `java.lang.Object`

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

Methods inherited from interface `java.awt.image.ImageObserver`

`imageUpdate`

Methods inherited from interface `java.awt.MenuContainer`

`getFont, postEvent, remove`

Methods inherited from interface `javax.accessibility.Accessible`

`getAccessibleContext`

Constructors

GameWindow

```
public GameWindow(String title,
                  int width,
                  int height)
```

Constructor for the Game Window, should not be used, use getInstance() instead

Parameters:
`title` - of the Window
`width` - of the Window in px
`height` - of the Window in px

Methods

getInstance

```
public static GameWindow getInstance()
```

Singleton method with no params, should be used for getting the singleton

Returns:
Window singleton

getInstance

```
public static GameWindow getInstance(String title,
        int width,
        int height)
```

Single method should be used for creating a new Window

Parameters:
`title` - of the Window
`width` - of the Window in px
`height` - of the Window in px

Returns:
Window singleton

getGraphicsContext

```
public java.awt.Graphics2D getGraphicsContext()
```

Returns the context on which we draw

Returns:
the Graphics Context

repaint

```
public void repaint()
```

Repaints the window

setTitle

```
public void setTitle(String title)
```

Sets the Title of the window

Parameters:
`title` - new Title

getFrame

```
public javax.swing.JFrame getFrame()
```


Returns:
the frame of the Window

getGraphicsContext

```
public java.awt.Graphics2D getGraphicsContext()
```

de.spareripsproduction.tinyengine
Class SoundManager

```
java.lang.Object
    │
    +-de.spareripsproduction.tinyengine.SoundManager
```

public class **SoundManager**
extends Object

Since:
>   2014-04-02

Author:
>   Thomas Hampe

Version:
>   1.0

Constructor Summary

public	[SoundManager](#)()

Method Summary

static void	[loop](#)(String ref)
static void	[play](#)(String ref)

Methods inherited from class `java.lang.Object`

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

Constructors

SoundManager

public **SoundManager**()

Methods

play

public static void **play**(String ref)

loop

public static void **loop**(String ref)

de.spareripsproduction.tinyengine
Class Timer

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.Timer
```

public class **Timer**
extends Object

The Standard Timer Class
Since:
> 2014-03-10

Author:
> Thomas Hampe

Version:
> 1.0

Constructor Summary

public	[Timer](#)()

Method Summary

static long	[getTime](#)() Get current Time in milliseconds
static void	[sleep](#)(long ms) Pauses execution

Methods inherited from class `java.lang.Object`

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

Constructors

Timer

public **Timer**()

Methods

getTime

public static long **getTime**()

> Get current Time in milliseconds

> **Returns:**

current Time in milliseconds

---

sleep

```
public static void sleep(long ms)
```

Pauses execution

Parameters:
ms - milliseconds to pause

sleep

```
public static void sleep(long ms)
```

Package
de.spareripsproduction.tinyengine.entity

de.spareripsproduction.tinyengine.entity
Class Entity

```
java.lang.Object
    │
    +-de.spareripsproduction.tinyengine.entity.Entity
```

All Implemented Interfaces:
>   UpdateInterface, RenderInterface

Direct Known Subclasses:
>   Board, BoardEntity

---

public class **Entity**
extends Object
implements RenderInterface, UpdateInterface

Since:
>   2014-03-08

Author:
>   Thomas Hampe

Version:
>   1.0

Field Summary

protected	height	
protected	sprite	
protected	width	
protected	x	
protected	y	

Constructor Summary

public	Entity(String spriteRef)
public	Entity(String spriteRef, float x, float y)
public	Entity(String spriteRef, float x, float y, float width, float height)

Method Summary

boolean	collidesWith(Entity e)
float	getHeight()

java.awt.Rectangle	[getHitBox](())()
int	[getIntHeight](())()
int	[getIntWidth](())()
int	[getIntX](())()
int	[getIntY](())()
float	[getWidth](())()
float	[getX](())()
float	[getY](())()
void	[move](())(float dX, float dY)
void	[render](())(java.awt.Graphics2D context)
void	[setLocation](())(float x, float y)
void	[setSize](())(float width, float height)
void	[update](())()

Methods inherited from class `java.lang.Object`

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

Methods inherited from interface `de.spareripsproduction.tinyengine.graphics.RenderInterface`

[render](())

Methods inherited from interface `de.spareripsproduction.tinyengine.logic.UpdateInterface`

[update](())

Fields

x

protected float **x**

y

protected float **y**

width

```
protected float width
```

height

```
protected float height
```

sprite

```
protected de.spareripsproduction.tinyengine.graphics.Sprite sprite
```

Constructors

Entity

```
public Entity(String spriteRef)
```

Entity

```
public Entity(String spriteRef,
              float x,
              float y)
```

Entity

```
public Entity(String spriteRef,
              float x,
              float y,
              float width,
              float height)
```

Methods

getIntX

```
public int getIntX()
```

getIntY

```
public int getIntY()
```

getIntHeight

```
public int getIntHeight()
```

getIntWidth

```
public int getIntWidth()
```

getX

```
public float getX()
```

getY

```
public float getY()
```

getHeight

```
public float getHeight()
```

getWidth

```
public float getWidth()
```

setLocation

```
public void setLocation(float x,
        float y)
```

setSize

```
public void setSize(float width,
        float height)
```

move

```
public void move(float dX,
        float dY)
```

getHitBox

```
public java.awt.Rectangle getHitBox()
```

collidesWith

```
public boolean collidesWith(Entity e)
```

render

```
public void render(java.awt.Graphics2D context)
```

update

```
public void update()
```

```
public java.awt.Rectangle getHitBox()
```

Package

de.spareripsproduction.tinyengine.graphics

Lorem ipsum

de.spareripsproduction.tinyengine.graphics
Interface RenderInterface

All Known Implementing Classes:
> Fps, GitVersion, TEView, Entity, Game

---

public interface **RenderInterface**
extends

Since:
> 2014-03-10

Author:
> Thomas Hampe

Version:
> 1.0

Method Summary

void	render(java.awt.Graphics2D context)

Methods

render

public void **render**(java.awt.Graphics2D context)

---

de.spareripsproduction.tinyengine.graphics
Class Sprite

```
java.lang.Object
   │
   +-de.spareripsproduction.tinyengine.graphics.Sprite
```

public class **Sprite**
extends Object

Since:
>   2014-03-09

Author:
>   Thomas Hampe

Version:
>   1.0

Constructor Summary

public	Sprite(java.net.URL url) Create a new sprite based on an image

Method Summary

int	getHeight() Get the height of the drawn sprite
int	getWidth() Get the width of the drawn sprite
void	render(java.awt.Graphics g, int x, int y) Draw the sprite onto the graphics context provided

Methods inherited from class `java.lang.Object`

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait,
wait
```

Constructors

Sprite

public **Sprite**(java.net.URL url)

>   Create a new sprite based on an image

>   **Parameters:**
>   >   `url` - The url that is the path th sprite

Methods

getWidth

```
public int getWidth()
```

Get the width of the drawn sprite

Returns:
The width in pixels of this sprite

getHeight

```
public int getHeight()
```

Get the height of the drawn sprite

Returns:
The height in pixels of this sprite

render

```
public void render(java.awt.Graphics g,
        int x,
        int y)
```

Draw the sprite onto the graphics context provided

Parameters:
g - The graphics context on which to draw the sprite
x - The x location at which to draw the sprite
y - The y location at which to draw the sprite

de.spareripsproduction.tinyengine.graphics
Class SpriteStore

```
java.lang.Object
    │
    +-de.spareripsproduction.tinyengine.graphics.SpriteStore
```

public class **SpriteStore**
extends Object

Since:
> 2014-03-09

Author:
> Thomas Hampe

Version:
> 1.0

Method Summary

Sprite	get(String ref)
static SpriteStore	getInstance()

Methods inherited from class `java.lang.Object`

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

Methods

getInstance

public static SpriteStore **getInstance**()

get

public Sprite **get**(String ref)

Package

de.spareripsproduction.tinyengine.gui

Lorem ipsum

de.spareripsproduction.tinyengine.gui
Class TEButton

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.gui.TEView
        |
        +-de.spareripsproduction.tinyengine.gui.TEButton
```
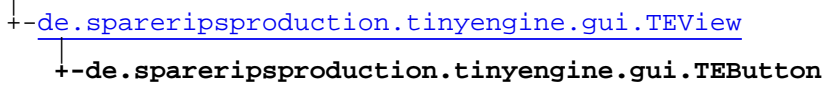
All Implemented Interfaces:
UpdateInterface, RenderInterface

Direct Known Subclasses:
TESwitch

---

public class **TEButton**
extends TEView

Since:
2014-03-21
Author:
Thomas Hampe
Version:
1.0

Field Summary

protected	label

Constructor Summary

public	TEButton(String label, int x, int y, int width, int height, int borderSize, java.awt.Font labelFont)
public	TEButton(String label, int x, int y, int width, int height, int borderSize, java.awt.Font labelFont, java.awt.Color color, java.awt.Color clickedColor, java.awt.Color highlightColor)

Method Summary

int	getBorderSize()
java.awt.Color	getClickedColor()
java.awt.Color	getColor()
java.awt.Color	getHighlightColor()
boolean	isClicked()
boolean	isHighlighted()

void	[render](java.awt.Graphics2D context)	
void	[setBorderSize](int borderSize)	
void	[update]()	

Methods inherited from class de.spareripsproduction.tinyengine.gui.TEView

[getHeight](), [getWidth](), [getX](), [getY](), [horizontalAlignCenter](), [insideView](), [render](),
[setHeight](), [setWidth](), [setX](), [setY](), [update](), [verticalAlignCenter](), [verticalAlignRight]()

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

[render]()

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

[update]()

Fields

label

protected de.spareripsproduction.tinyengine.gui.TELabel **label**

Constructors

TEButton

```
public TEButton(String label,
                int x,
                int y,
                int width,
                int height,
                int borderSize,
                java.awt.Font labelFont)
```

TEButton

```
public TEButton(String label,
                int x,
                int y,
                int width,
                int height,
                int borderSize,
                java.awt.Font labelFont,
                java.awt.Color color,
                java.awt.Color clickedColor,
                java.awt.Color highlightColor)
```

Methods

getBorderSize

```
public int getBorderSize()
```

setBorderSize

```
public void setBorderSize(int borderSize)
```

render

```
public void render(java.awt.Graphics2D context)
```

update

```
public void update()
```

isClicked

```
public boolean isClicked()
```

isHighlighted

```
public boolean isHighlighted()
```

getColor

```
public java.awt.Color getColor()
```

getHighlightColor

```
public java.awt.Color getHighlightColor()
```

getClickedColor

```
public java.awt.Color getClickedColor()
```

```
public java.awt.Color getHighlightColor()
```

de.spareripsproduction.tinyengine.gui
Class TECollection

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.gui.TEView
        |
        +-de.spareripsproduction.tinyengine.gui.TECollection
```
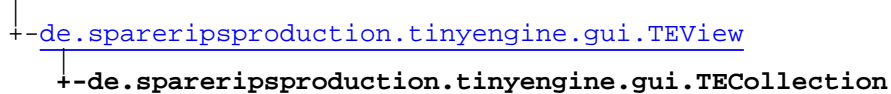
All Implemented Interfaces:
    UpdateInterface, RenderInterface

Direct Known Subclasses:
    TECollectionVertical

---

public class **TECollection**
extends TEView

Since:
    2014-03-22
Author:
    Thomas Hampe
Version:
    1.0

Field Summary

protected	collection
protected	margin

Constructor Summary

public	TECollection(int x, int y, int margin)

Method Summary

void	addView(TEView view)
void	clearCollection()
TEView	get(int index)
ArrayList	getCollection()
void	removeView(TEView view)
void	render(java.awt.Graphics2D context)
void	update()

Methods inherited from class de.spareripsproduction.tinyengine.gui.TEView
getHeight, getWidth, getX, getY, horizontalAlignCenter, insideView, render, setHeight, setWidth, setX, setY, update, verticalAlignCenter, verticalAlignRight

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface
render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface
update

Fields

collection

```
protected java.util.ArrayList collection
```

margin

```
protected int margin
```

Constructors

TECollection

```
public TECollection(int x,
                    int y,
                    int margin)
```

Methods

addView

```
public void addView(TEView view)
```

removeView

```
public void removeView(TEView view)
```

clearCollection

```
public void clearCollection()
```

get

```
public TEView get(int index)
```

getCollection

```
public ArrayList getCollection()
```

render

```
public void render(java.awt.Graphics2D context)
```

update

```
public void update()
```

de.spareripsproduction.tinyengine.gui
Class TECollectionVertical

```
java.lang.Object
    └─de.spareripsproduction.tinyengine.gui.TEView
        └─de.spareripsproduction.tinyengine.gui.TECollection
            └─de.spareripsproduction.tinyengine.gui.TECollectionVertical
```
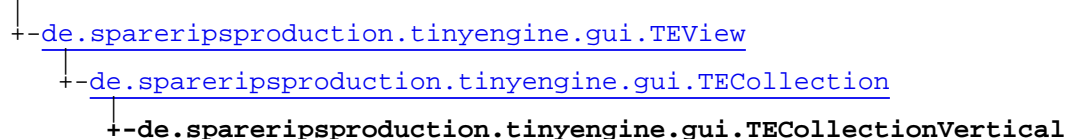
All Implemented Interfaces:
UpdateInterface, RenderInterface

---

public class **TECollectionVertical**
extends TECollection

Since:
2014-03-22

Author:
Thomas Hampe

Version:
1.0

Fields inherited from class de.spareripsproduction.tinyengine.gui.TECollection		
collection, margin		

Constructor Summary

public	**TECollectionVertical**(int x, int y, int margin)	

Method Summary

void	**addView**(TEView view)	
int	**getHeight**()	
int	**getWidth**()	
void	**horizontalAlignCenter**(int y1, int y2)	
void	**removeView**(TEView view)	
void	**setX**(int x)	
void	**setY**(int y)	
void	**verticalAlignCenter**(int x1, int x2)	
void	**verticalAlignRight**(int x)	

Methods inherited from class de.spareripsproduction.tinyengine.gui.TECollection

addView, clearCollection, get, getCollection, removeView, render, update

Methods inherited from class de.spareripsproduction.tinyengine.gui.TEView

getHeight, getWidth, getX, getY, horizontalAlignCenter, insideView, render, setHeight, setWidth, setX, setY, update, verticalAlignCenter, verticalAlignRight

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Constructors

TECollectionVertical

```
public TECollectionVertical(int x,
                            int y,
                            int margin)
```

Methods

addView

```
public void addView(TEView view)
```

removeView

```
public void removeView(TEView view)
```

setX

```
public void setX(int x)
```

setY

```
public void setY(int y)
```

verticalAlignCenter

```
public void verticalAlignCenter(int x1,
          int x2)
```

horizontalAlignCenter

```
public void horizontalAlignCenter(int y1,
          int y2)
```

verticalAlignRight

```
public void verticalAlignRight(int x)
```

getHeight

```
public int getHeight()
```

getWidth

```
public int getWidth()
```

de.spareripsproduction.tinyengine.gui
Class TELabel

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.gui.TEView
        |
        +-de.spareripsproduction.tinyengine.gui.TELabel
```
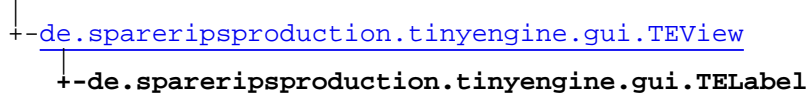
All Implemented Interfaces:
UpdateInterface, RenderInterface

---

public class **TELabel**
extends TEView

Since:
2014-03-21

Author:
Thomas Hampe

Version:
1.0

Field Summary

protected	textColor

Constructor Summary

public	TELabel(String text, int x, int y, java.awt.Font font)

Method Summary

java.awt.Font	getFont()
int	getHeight()
String	getText()
int	getWidth()
int	getY()
void	render(java.awt.Graphics2D context)
void	setFont(java.awt.Font font)
void	setText(String text)

Methods inherited from class de.spareripsproduction.tinyengine.gui.TEView

---

getHeight, getWidth, getX, getY, horizontalAlignCenter, insideView, render, setHeight, setWidth, setX, setY, update, verticalAlignCenter, verticalAlignRight

Methods inherited from class `java.lang.Object`

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait
```

Methods inherited from interface `de.spareripsproduction.tinyengine.graphics.RenderInterface`

render

Methods inherited from interface `de.spareripsproduction.tinyengine.logic.UpdateInterface`

update

Fields

textColor

```
protected java.awt.Color textColor
```

Constructors

TELabel

```
public TELabel(String text,
               int x,
               int y,
               java.awt.Font font)
```

Methods

getHeight

```
public int getHeight()
```

getWidth

```
public int getWidth()
```

getText

```
public String getText()
```

setText

```
public void setText(String text)
```

getFont

```
public java.awt.Font getFont()
```

getY

```
public int getY()
```

setFont

```
public void setFont(java.awt.Font font)
```

render

```
public void render(java.awt.Graphics2D context)
```

de.spareripsproduction.tinyengine.gui
Class TESwitch

```
java.lang.Object
    └─de.spareripsproduction.tinyengine.gui.TEView
        └─de.spareripsproduction.tinyengine.gui.TEButton
            └─de.spareripsproduction.tinyengine.gui.TESwitch
```

All Implemented Interfaces:
UpdateInterface, RenderInterface

---

public class **TESwitch**
extends TEButton

Since:
2014-03-23

Author:
Thomas Hampe

Version:
1.0

Fields inherited from class de.spareripsproduction.tinyengine.gui.TEButton
label

Constructor Summary

public	TESwitch(int x, int y, int width, int height, int borderSize, java.awt.Font font)
public	TESwitch(int x, int y, int width, int height, int borderSize, java.awt.Font font, boolean state)

Method Summary

void	render(java.awt.Graphics2D context)
void	update()

Methods inherited from class de.spareripsproduction.tinyengine.gui.TEButton
getBorderSize, getClickedColor, getColor, getHighlightColor, isClicked, isHighlighted, render, setBorderSize, update

Methods inherited from class de.spareripsproduction.tinyengine.gui.TEView
getHeight, getWidth, getX, getY, horizontalAlignCenter, insideView, render, setHeight, setWidth, setX, setY, update, verticalAlignCenter, verticalAlignRight

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Constructors

TESwitch

```
public TESwitch(int x,
                int y,
                int width,
                int height,
                int borderSize,
                java.awt.Font font)
```

TESwitch

```
public TESwitch(int x,
                int y,
                int width,
                int height,
                int borderSize,
                java.awt.Font font,
                boolean state)
```

Methods

render

```
public void render(java.awt.Graphics2D context)
```

update

```
public void update()
```

de.spareripsproduction.tinyengine.gui
Class TETextField

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.gui.TEView
        |
        +-de.spareripsproduction.tinyengine.gui.TETextField
```
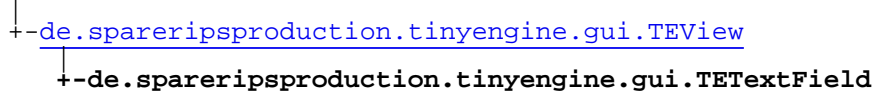
All Implemented Interfaces:
java.awt.event.KeyListener, UpdateInterface, RenderInterface

---

public class **TETextField**
extends TEView
implements RenderInterface, UpdateInterface, java.awt.event.KeyListener

Created by developer on 25.03.14.

Field Summary

public	active
protected	activeBorderColor
protected	backgroundColor
protected	borderColor
protected	borderSize
protected	hover
protected	hoverBorderColor
protected	label
protected	size
protected	textColor

Constructor Summary

public	TETextField(String text, int x, int y, int width, int height, java.awt.Font font, int size, int borderSize, java.awt.Color borderColor, java.awt.Color backgroundColor, java.awt.Color textColor)
public	TETextField(String text, int x, int y, int width, int height, java.awt.Font font, int size, int borderSize)

Method Summary

java.awt.Color	getActiveBorderColor()	
java.awt.Color	getBackgroundColor()	
java.awt.Color	getBorderColor()	
int	getBorderSize()	
java.awt.Color	getHoverBorderColor()	
int	getSize()	
String	getText()	
java.awt.Color	getTextColor()	
boolean	isActive()	
boolean	isHover()	
void	keyPressed(java.awt.event.KeyEvent keyEvent)	
void	keyReleased(java.awt.event.KeyEvent keyEvent)	
void	keyTyped(java.awt.event.KeyEvent keyEvent)	
void	render(java.awt.Graphics2D context)	
void	setSize(int size)	
void	update()	

Methods inherited from class de.spareripsproduction.tinyengine.gui.TEView

getHeight, getWidth, getX, getY, horizontalAlignCenter, insideView, render, setHeight, setWidth, setX, setY, update, verticalAlignCenter, verticalAlignRight

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Methods inherited from interface de.spareripsproduction.tinyengine.logic.UpdateInterface

update

Methods inherited from interface java.awt.event.KeyListener

```
keyPressed, keyReleased, keyTyped
```

Fields

label

```
protected de.spareripsproduction.tinyengine.gui.TELabel label
```

active

```
public boolean active
```

hover

```
protected boolean hover
```

size

```
protected int size
```

borderSize

```
protected int borderSize
```

borderColor

```
protected java.awt.Color borderColor
```

activeBorderColor

```
protected java.awt.Color activeBorderColor
```

hoverBorderColor

```
protected java.awt.Color hoverBorderColor
```

backgroundColor

```
protected java.awt.Color backgroundColor
```

textColor

```
protected java.awt.Color textColor
```

Constructors

TETextField

```
public TETextField(String text,
                   int x,
                   int y,
                   int width,
                   int height,
                   java.awt.Font font,
                   int size,
                   int borderSize,
                   java.awt.Color borderColor,
                   java.awt.Color backgroundColor,
                   java.awt.Color textColor)
```

TETextField

```
public TETextField(String text,
                   int x,
                   int y,
                   int width,
                   int height,
                   java.awt.Font font,
                   int size,
                   int borderSize)
```

Methods

update

```
public void update()
```

render

```
public void render(java.awt.Graphics2D context)
```

isActive

```
public boolean isActive()
```

getBorderSize

`public int `**`getBorderSize`**`()`

getBorderColor

`public java.awt.Color `**`getBorderColor`**`()`

getBackgroundColor

`public java.awt.Color `**`getBackgroundColor`**`()`

getActiveBorderColor

`public java.awt.Color `**`getActiveBorderColor`**`()`

getHoverBorderColor

`public java.awt.Color `**`getHoverBorderColor`**`()`

getTextColor

`public java.awt.Color `**`getTextColor`**`()`

isHover

`public boolean `**`isHover`**`()`

getSize

`public int `**`getSize`**`()`

setSize

`public void `**`setSize`**`(int size)`

keyTyped

```
public void keyTyped(java.awt.event.KeyEvent keyEvent)
```

keyPressed

```
public void keyPressed(java.awt.event.KeyEvent keyEvent)
```

keyReleased

```
public void keyReleased(java.awt.event.KeyEvent keyEvent)
```

getText

```
public String getText()
```

```
public void keyTyped(java.awt.event.KeyEvent keyEvent)
```

de.spareripsproduction.tinyengine.gui
Class TEView

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.gui.TEView
```

All Implemented Interfaces:
> UpdateInterface, RenderInterface

Direct Known Subclasses:
> TEButton, TECollection, TELabel, TETextField

---

public class **TEView**
extends Object
implements RenderInterface, UpdateInterface

Since:
> 2014-03-21

Author:
> Thomas Hampe

Version:
> 1.0

Constructor Summary

public	**TEView**(int x, int y, int width, int height)
public	**TEView**(int x, int y)

Method Summary

int	**getHeight**()
int	**getWidth**()
int	**getX**()
int	**getY**()
void	**horizontalAlignCenter**(int y1, int y2)
boolean	**insideView**(java.awt.Point p)
void	**render**(java.awt.Graphics2D context)
void	**setHeight**(int height)
void	**setWidth**(int width)

void	[setX](int x)
void	[setY](int y)
void	[update]()
void	[verticalAlignCenter](int x1, int x2)
void	[verticalAlignRight](int x)

Methods inherited from class `java.lang.Object`

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

Methods inherited from interface `de.spareripsproduction.tinyengine.graphics.RenderInterface`

[render]

Methods inherited from interface `de.spareripsproduction.tinyengine.logic.UpdateInterface`

[update]

Constructors

TEView

```
public TEView(int x,
              int y,
              int width,
              int height)
```

TEView

```
public TEView(int x,
              int y)
```

Methods

getX

```
public int getX()
```

getY

```
public int getY()
```

getWidth

```
public int getWidth()
```

getHeight

```
public int getHeight()
```

setX

```
public void setX(int x)
```

setY

```
public void setY(int y)
```

setWidth

```
public void setWidth(int width)
```

setHeight

```
public void setHeight(int height)
```

render

```
public void render(java.awt.Graphics2D context)
```

update

```
public void update()
```

verticalAlignCenter

```
public void verticalAlignCenter(int x1,
        int x2)
```

verticalAlignRight

```
public void verticalAlignRight(int x)
```

horizontalAlignCenter

```
public void horizontalAlignCenter(int y1,
        int y2)
```

insideView

```
protected boolean insideView(java.awt.Point p)
```

verticalAlignRight

```
public void verticalAlignRight(int x)
```

Package

de.spareripsproduction.tinyengine.input

Lorem ipsum

de.spareripsproduction.tinyengine.input
Class Keyboard

```
java.lang.Object
    │
    └─de.spareripsproduction.tinyengine.input.Keyboard
```

All Implemented Interfaces:
>   java.awt.event.AWTEventListener

---

public class **Keyboard**
extends Object
implements java.awt.event.AWTEventListener

Since:
>   2014-03-10
Author:
>   Thomas Hampe
Version:
>   1.0

Method Summary

void	**eventDispatched**(java.awt.AWTEvent e) Notification that an event has occured in the AWT event system
static Keyboard	**getInstance**()
boolean	**isKeyPressed**(int key)
static boolean	**isPressed**(int key)
void	**keyPressed**(java.awt.event.KeyEvent e) Notification of a key press
void	**keyReleased**(java.awt.event.KeyEvent e) Notification of a key release
void	**keyTyped**(java.awt.event.KeyEvent e)

Methods inherited from class `java.lang.Object`

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

Methods inherited from interface `java.awt.event.AWTEventListener`

eventDispatched

Methods

getInstance

```
protected static Keyboard getInstance()
```

isPressed

```
public static boolean isPressed(int key)
```

isKeyPressed

```
protected boolean isKeyPressed(int key)
```

keyPressed

```
public void keyPressed(java.awt.event.KeyEvent e)
```

Notification of a key press

Parameters:
e - The event details

keyReleased

```
public void keyReleased(java.awt.event.KeyEvent e)
```

Notification of a key release

Parameters:
e - The event details

keyTyped

```
public void keyTyped(java.awt.event.KeyEvent e)
```

eventDispatched

```
public void eventDispatched(java.awt.AWTEvent e)
```

Notification that an event has occured in the AWT event system

Parameters:
e - The event details

de.spareripsproduction.tinyengine.input
Class Mouse

```
java.lang.Object
    │
    +-de.spareripsproduction.tinyengine.input.Mouse
```

All Implemented Interfaces:
> java.awt.event.AWTEventListener

---

public class **Mouse**
extends Object
implements java.awt.event.AWTEventListener

Since:
> 2014-03-22

Author:
> Thomas Hampe

Version:
> 1.0

Constructor Summary

public	[Mouse](#)()

Method Summary

void	[buttonReleased](#)(java.awt.event.MouseEvent e) Notification of a key release
void	[eventDispatched](#)(java.awt.AWTEvent e) Notification that an event has occured in the AWT event system
static [Mouse](#)	[getInstance](#)()
static boolean	[isClicked](#)(int button)
static java.awt.Point	[location](#)()
void	[moved](#)(java.awt.event.MouseEvent e)
static java.awt.Point	[position](#)(int button)

Methods inherited from class `java.lang.Object`

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

Methods inherited from interface `java.awt.event.AWTEventListener`

eventDispatched

Constructors

Mouse

```
public Mouse()
```

Methods

getInstance

```
public static Mouse getInstance()
```

position

```
public static java.awt.Point position(int button)
```

isClicked

```
public static boolean isClicked(int button)
```

location

```
public static java.awt.Point location()
```

buttonReleased

```
public void buttonReleased(java.awt.event.MouseEvent e)
```

Notification of a key release

Parameters:
e - The event details

moved

```
public void moved(java.awt.event.MouseEvent e)
```

eventDispatched

```
public void eventDispatched(java.awt.AWTEvent e)
```

Notification that an event has occured in the AWT event system

Parameters:

e - The event details

Package

de.spareripsproduction.tinyengine.logic

Lorem ipsum

de.spareripsproduction.tinyengine.logic
Class Fps

```
java.lang.Object
     │
     +-de.spareripsproduction.tinyengine.logic.Fps
```

All Implemented Interfaces:
> RenderInterface

---

public class **Fps**
extends Object
implements RenderInterface

Since:
> 2014-03-11

Author:
> Thomas Hampe

Version:
> 1.0

Constructor Summary

public	Fps()

Method Summary

int	getFps()
void	render(java.awt.Graphics2D context)

Methods inherited from class `java.lang.Object`

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

Methods inherited from interface `de.spareripsproduction.tinyengine.graphics.RenderInterface`

render

Constructors

Fps

public **Fps**()

Methods

---

render

```
public void render(java.awt.Graphics2D context)
```

getFps

```
public int getFps()
```

```
public void render(java.awt.Graphics2D context)
```

de.spareripsproduction.tinyengine.logic
Class GitRepository

```
java.lang.Object
    │
    +-de.spareripsproduction.tinyengine.logic.GitRepository
```

Direct Known Subclasses:
> GitVersion

public class **GitRepository**
extends Object

Since:
> 2014-03-23

Author:
> Thomas Hampe

Version:
> 1.0

Constructor Summary

public	GitRepository()

Method Summary

String	getBranch()
String	getBuildTime()
String	getBuildUserEmail()
String	getBuildUserName()
String	getCommitId()
String	getCommitMessageFull()
String	getCommitMessageShort()
String	getCommitTime()
String	getCommitUserEmail()
String	getCommitUserName()
String	getDescribe()

Methods inherited from class `java.lang.Object`

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait,
wait
```

Constructors

GitRepository

public **GitRepository**()

Methods

getBranch

public String **getBranch**()

getDescribe

public String **getDescribe**()

getCommitId

public String **getCommitId**()

getBuildUserName

public String **getBuildUserName**()

getBuildUserEmail

public String **getBuildUserEmail**()

getBuildTime

public String **getBuildTime**()

getCommitUserName

public String **getCommitUserName**()

getCommitUserEmail

```
public String getCommitUserEmail()
```

getCommitMessageShort

```
public String getCommitMessageShort()
```

getCommitMessageFull

```
public String getCommitMessageFull()
```

getCommitTime

```
public String getCommitTime()
```

de.spareripsproduction.tinyengine.logic
Class GitVersion

```
java.lang.Object
    |
    +-de.spareripsproduction.tinyengine.logic.GitRepository
        |
        +-de.spareripsproduction.tinyengine.logic.GitVersion
```
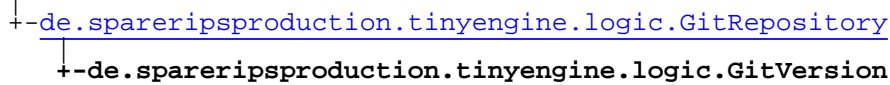
All Implemented Interfaces:
> RenderInterface

---

public class **GitVersion**
extends GitRepository
implements RenderInterface

Since:
> 2014-03-23

Author:
> Thomas Hampe

Version:
> 1.0

Field Summary

public	gitVersionLabel

Constructor Summary

public	GitVersion()

Method Summary

void	render(java.awt.Graphics2D context)

Methods inherited from class de.spareripsproduction.tinyengine.logic.GitRepository

getBranch, getBuildTime, getBuildUserEmail, getBuildUserName, getCommitId, getCommitMessageFull, getCommitMessageShort, getCommitTime, getCommitUserEmail, getCommitUserName, getDescribe

Methods inherited from class java.lang.Object

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

Methods inherited from interface de.spareripsproduction.tinyengine.graphics.RenderInterface

render

Fields

---

gitVersionLabel

`public de.spareripsproduction.tinyengine.gui.TELabel` **`gitVersionLabel`**

Constructors

GitVersion

`public` **`GitVersion`**`()`

Methods

render

`public void` **`render`**`(java.awt.Graphics2D context)`

gitVersionLabel

`public de.spareripsproduction.tinyengine.gui.TELabel` **`gitVersionLabel`**

de.spareripsproduction.tinyengine.logic
Interface UpdateInterface

All Known Implementing Classes:
TEView**,** Entity**,** Game

---

public interface **UpdateInterface**
extends

Since:
2014-03-10
Author:
Thomas Hampe
Version:
1.0

Method Summary

void	update()

Methods

update

`public void `**`update`**`()`

Index