Mensch ärgere dich nicht

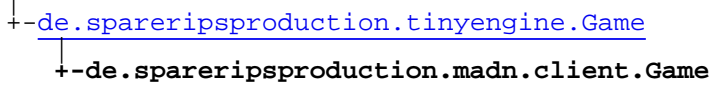## Schnittstellenbeschreibung

Package

de.spareripsproduction.madn.client

"Mensch aergere dich nicht" Package

Contains all the stuff that is necessary, for a computer version of "Mensch aergere dich nicht"

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

This Class is responsible for showing the correct Scene (Game, Settings, Credits, etc) Created by marian on 12/03/14.

Field Summary

public static final	**ENV_DEV** DEV environment shows FPS Value: **dev**
public static final	**ENV_PROD** PROD does not show FPS Value: **prod**

Constructor Summary

public	**Game**() Default Constructor

Method Summary

static Game	**getInstance**() Singleton of the Game
static Game	**getInstance**(String environment) Singleton of the Game with environment variable
boolean	**loadScene**(String sceneName) Loads a specific scene, and unloads the old one
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**

> DEV environment shows FPS
> Constant value: **dev**

ENV_PROD

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

> PROD does not show FPS
> Constant value: **prod**

Constructors

Game

`public` **Game**`()`

> Default Constructor

Methods

getInstance

`public static` Game **getInstance**`()`

> Singleton of the Game
>
> **Returns:**
> > Singleton

getInstance

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

> Singleton of the Game with environment variable
>
> **Returns:**
> > Singleton

render

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

update

```
public void update()
```

loadScene

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

Loads a specific scene, and unloads the old one

Parameters:
`sceneName` - Name of the Scene

Returns:
true if Scene was found false if not

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) Starting point of the game

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)

   Starting point of the game

   Parameters:
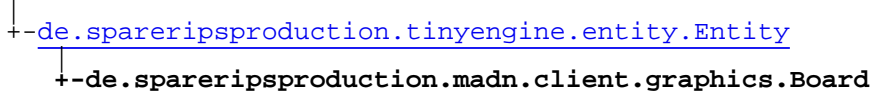   `args` - Application Start Args

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)
```

Parameters:
x - x-coordinate
y - y-coordinate

Methods

getInstance

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

Returns:
Singleton instance of the game

update

```
public void update()
```

render

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

getGameFigures

```
public ArrayList getGameFigures()
```

Returns:

a list of all GameFigures

getPlayers

```
public ArrayList getPlayers()
```

Returns:
a list of all players

getActivePlayer

```
public Player getActivePlayer()
```
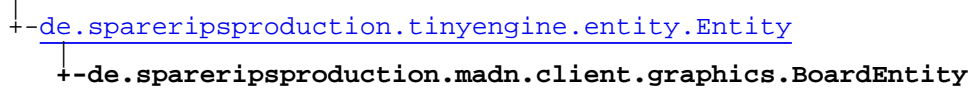
getDice

```
public Dice getDice()
```

Returns:
the dice for this board

getPlayers

```
public ArrayList getPlayers()
```

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 Field Size in px 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]() Every accessible Field on the board has a unique id
float	[getX]()
float	[getY]()
boolean	[insideView](java.awt.Point p)
boolean	[isClicked]()
boolean	[isHover]()
void	[setId](int id) Every accessible Field on the board has a unique 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**

Field Size in px
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)`

Parameters:
`spriteRef` - path to a sprite image
`id` - id-position of the board

Methods

getX

`public float `**`getX`**`()`

getY

`public float `**`getY`**`()`

update

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

getBoardPosition

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

Returns:
    the position of this entity, in a matrix of fields

setId

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

Every accessible Field on the board has a unique id

Parameters:
    `id` - id-position

getId

```
public int getId()
```

Every accessible Field on the board has a unique id

Returns:
    id-position of the this entity

updateBoardPosition

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

isHover

```
protected boolean isHover()
```

Returns:
    true if the entity is hovered by the mouse

isClicked

```
public boolean isClicked()
```

Returns:
    true if this entity is clicked

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) This function gets called every circle and draws the object
void	update() This Method will called during the Update Cycle, **before** the rendering starts

---

Methods

update

```
public void update()
```

This Method will called during the Update Cycle, **before** the rendering starts

---

render

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

This function gets called every circle and draws the object

Parameters:
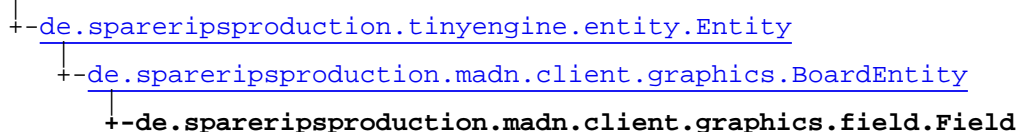context - on which we draw

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** 　　Reference to the sprite image of the **blze** `Field` 　　Value: **`sprites/SpawnFieldBlue.png`**
public static final	**SPRITE_GREEN** 　　Reference to the sprite image of the **green** `Field` 　　Value: **`sprites/SpawnFieldGreen.png`**
public static final	**SPRITE_NORMAL** 　　Reference to the sprite image of the **normal** `Field` 　　Value: **`sprites/normalField.png`**
public static final	**SPRITE_RED** 　　Reference to the sprite image of the **red** `Field` 　　Value: **`sprites/SpawnFieldRed.png`**
public static final	**SPRITE_YELLOW** 　　Reference to the sprite image of the **yellow** `Field` 　　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_NORMAL

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

> Reference to the sprite image of the **normal** Field
> Constant value: **sprites/normalField.png**

SPRITE_RED

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

> Reference to the sprite image of the **red** Field
> Constant value: **sprites/SpawnFieldRed.png**

SPRITE_YELLOW

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

> Reference to the sprite image of the **yellow** Field
> Constant value: **sprites/SpawnFieldYellow.png**

SPRITE_BLUE

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

Reference to the sprite image of the **blze** `Field`
Constant value: **`sprites/SpawnFieldBlue.png`**

SPRITE_GREEN

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

Reference to the sprite image of the **green** `Field`
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_NORMAL, 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

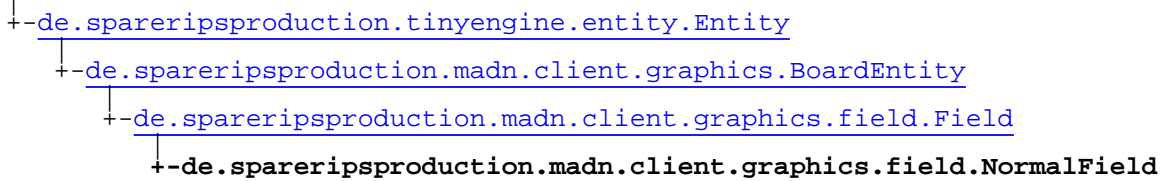| Methods inherited from interface `de.spareripsproduction.madn.client.graphics.RenderAndUpdateable` |
| --- |
| render, update |

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_NORMAL, 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
```
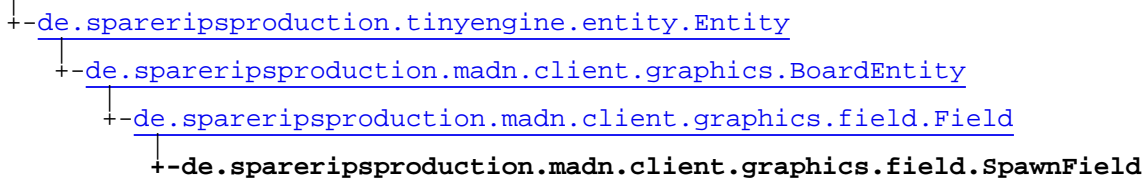
All Implemented Interfaces:
UpdateInterface, RenderInterface, RenderAndUpdateable

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_NORMAL, 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

This Package contains the `GameFigure` related code

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

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

getStartId

```
protected int getStartId()
```
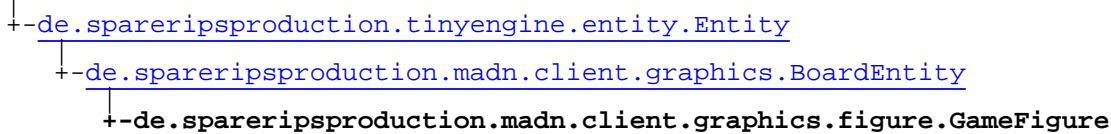
getHomeStartId

```
public int getHomeStartId()
```

getPlayerType

```
protected int getPlayerType()
```

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 id-position for GameFigures in house Value: **-1**
protected	index
protected	owner
public static final	SPRITE_BLUE Reference to the sprite image of the red `GameFigure` Value: **sprites/figureBlue**
public static final	SPRITE_GREEN Reference to the sprite image of the green `GameFigure` Value: **sprites/figureGreen**
public static final	SPRITE_RED Reference to the sprite image of the red `GameFigure` Value: **sprites/figureRed**
public static final	SPRITE_YELLOW Reference to the sprite image of the yellow `GameFigure` 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)` Checks if Field is occupied by `GameFigure` from the same Owner
void	`kick()` Gamefigure gets place into the beginning house
boolean	`move(int delta)`
boolean	`move(int delta, boolean dryRun)`
void	`render(java.awt.Graphics2D g)`
void	`setId(int id)` Every accessible Field on the board has a unique 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`**

> Reference to the sprite image of the red `GameFigure`
> Constant value: **`sprites/figureRed`**

SPRITE_YELLOW

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

> Reference to the sprite image of the yellow `GameFigure`
> Constant value: **`sprites/figureYellow`**

SPRITE_BLUE

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

> Reference to the sprite image of the red `GameFigure`
> Constant value: **`sprites/figureBlue`**

SPRITE_GREEN

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

> Reference to the sprite image of the green `GameFigure`
> Constant value: **`sprites/figureGreen`**

IN_HOUSE_ID

`public static final int` **`IN_HOUSE_ID`**

> id-position for GameFigures in house
> 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()
```

Gamefigure gets place into the beginning house

move

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

move

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

Parameters:

delta - number of fields to move (1-6)

Returns:
    true if move is successful, false if not

---

isFieldOccupied

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

Checks if Field is occupied by `GameFigure` from the same Owner

Parameters:
    `id` - id-position

Returns:
    true if the field is occupied, false if not

---

canMove

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

Parameters:
    `delta` - number of fields to move (1-6)

Returns:
    true if `GameFigure` can make the move of `delta` steps, false if not

---

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)`

Every accessible Field on the board has a unique id

---

getOwner

```
protected Player getOwner()
```

isActive

```
protected boolean isActive()
```

## 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
```
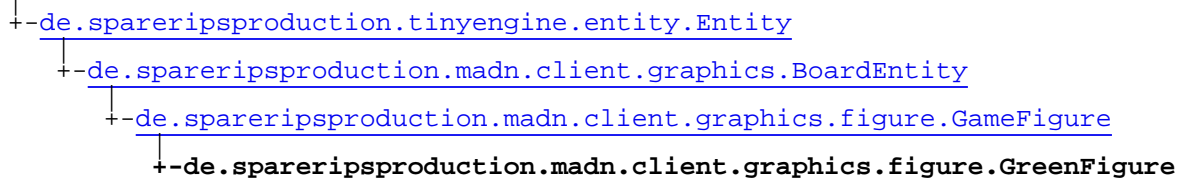
All Implemented Interfaces:
UpdateInterface, RenderInterface, RenderAndUpdateable

---

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

```
protected 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
```
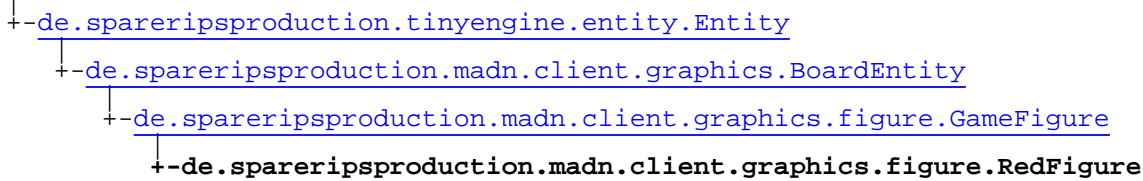
All Implemented Interfaces:
> UpdateInterface, RenderInterface, RenderAndUpdateable

---

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

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

getStartId

```
protected int getStartId()
```
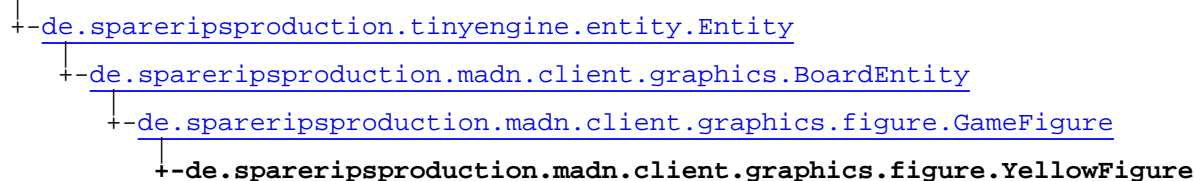
getHomeStartId

```
public int getHomeStartId()
```

getPlayerType

```
protected int getPlayerType()
```

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

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

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

getStartId

```
protected int getStartId()
```

getHomeStartId

```
public int getHomeStartId()
```

getPlayerType

```
protected int getPlayerType()
```

Package

de.spareripsproduction.madn.client.logic

This package contains some logic heavy entities

de.spareripsproduction.madn.client.logic

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

The Dice Created by marian on 12/03/14.

Field Summary

protected	clicked
protected	hover
protected	locked

Constructor Summary

public	Dice(int x, int y) Default Constructor

Method Summary

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

---

boolean	[isLocked](#)() checks if the dice can be rolled
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](#)() Resets the dice, so no number is displayed
void	[setX](#)(int x)
void	[setY](#)(int y)
void	[unlock](#)() frees the dice, then the dice can be rolled again
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)
```

Default Constructor

Parameters:
x - x-coordinate
y - y-coordinate

Methods

getNextNumber

```
public int getNextNumber()
```

Rolls the dice again

Returns:
the next randomly generated number

reset

```
public void reset()
```

Resets the dice, so no number is displayed

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()`

> frees the dice, then the dice can be rolled again

isLocked

`public boolean isLocked()`

> checks if the dice can be rolled

> **Returns:**
> > true if dice can be rolled false if not

lock

```
public void lock()
```

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

Player Class 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](#)()	
	Activates player, so he can roll the dice and move	
boolean	[canMove](#)()	
boolean	[canRollDiceAgain](#)()	
boolean	[canRollDiceThreeTimes](#)()	
[Dice](#)	[getDice](#)()	
ArrayList	[getGameFigures](#)()	
int	[getType](#)()	
boolean	[isActive](#)()	
void	[makeMove](#)()	
	called when player is active, process player input to make next move	
void	[nextPlayer](#)()	
	Activates next player	
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)`

(continued from last page)

Parameters:

      `type` - PlayerType: Player.RED_PLAYER, Player.BLUE_PLAYER, Player.GREEN_PLAYER, Player.YELLOW_PLAYER

Methods

makeMove

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

    called when player is active, process player input to make next move

update

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

canRollDiceThreeTimes

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

canRollDiceAgain

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

canMove

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

getDice

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

activate

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

    Activates player, so he can roll the dice and move

nextPlayer

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

    Activates next player

render

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

getGameFigures

```
public ArrayList getGameFigures()
```

Returns:
a list of gameFigures from this player

isActive

```
public boolean isActive()
```

Returns:
true if active, false if not

getType

```
public int getType()
```

Returns:
Player.RED_PLAYER or Player.BLUE_PLAYER or Player.GREEN_PLAYER or Player.YELLOW_PLAYER

```
public ArrayList getGameFigures()
```

de.spareripsproduction.madn.client.logic
Class Settings

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

public class **Settings**
extends Object

Stores Settings Created by atissen on 26.03.14.

Field Summary

public static	[Player1Name](#) Stores Name for Player One
public static	[Player2Name](#) Stores Name for Player One
public static	[Player3Name](#) Stores Name for Player One
public static	[Player4Name](#) Stores Name for Player One
public static	[playerCount](#) Stores How many People are playing

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`**

Stores Name for Player One

Player2Name

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

Stores Name for Player One

Player3Name

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

Stores Name for Player One

Player4Name

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

Stores Name for Player One

playerCount

`public static int ` **`playerCount`**

Stores How many People are playing

Constructors

Settings

`public ` **`Settings`**`()`

Package

de.spareripsproduction.madn.client.scene

This package holds the scenes.

A scene is responsible for displaying a certain part of the game. For instance the Settings or the Intro.

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() 　　　Loads this scene, is called when the scene is to be showed
void	render(java.awt.Graphics2D g)

---

void	[unload](Unloads this scene, is called when the scene disappears
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**()`

> Loads this scene, is called when the scene is to be showed

unload

`public void **unload**()`

> Unloads this scene, is called when the scene disappears

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() Loads this scene, is called when the scene is to be showed
void	render(java.awt.Graphics2D g)
void	unload() Unloads this scene, is called when the scene disappears
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**()

> Loads this scene, is called when the scene is to be showed

unload

public void **unload**()

> Unloads this scene, is called when the scene disappears
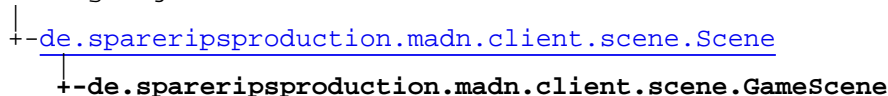
update

public void **update**()

render

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

getBoard

public [Board](#) **getBoard**()

> **Returns:**
> the board on this scene

de.spareripsproduction.madn.client.scene
Class IntroScene

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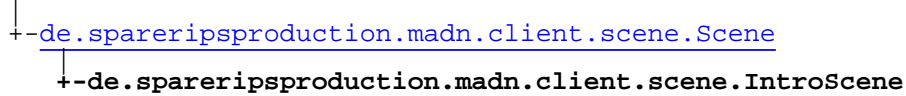
All Implemented Interfaces:
> RenderAndUpdateable

---

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() Loads this scene, is called when the scene is to be showed	
void	render(java.awt.Graphics2D g)	
void	unload() Unloads this scene, is called when the scene disappears	
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()
```

> Loads this scene, is called when the scene is to be showed

unload

```
public void unload()
```

> Unloads this scene, is called when the scene disappears

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:
> RenderAndUpdateable

---

public class **MenuScene**
extends Scene

Menu 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	MenuScene()

Method Summary

void	load() Loads this scene, is called when the scene is to be showed
void	render(java.awt.Graphics2D g)
void	unload() Unloads this scene, is called when the scene disappears
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

MenuScene

```
public MenuScene()
```

Methods

load

```
public void load()
```

> Loads this scene, is called when the scene is to be showed

unload

```
public void unload()
```

> Unloads this scene, is called when the scene disappears

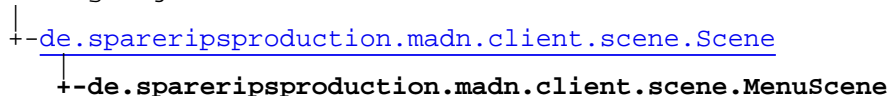## update

```
public void update()
```

render

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

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

The base scene Created by marian on 12/03/14.

Field Summary

public static final	**SCENE_CREDITS** Value: **credits**
public static final	**SCENE_GAME** Game scene, actual game play happens here Value: **game**
public static final	**SCENE_INTRO** Intro scene, first scene Value: **intro**
public static final	**SCENE_MENU** Menu scene, the Menu Value: **menu**
public static final	**SCENE_SCORE** Score scene, after the game ended Value: **score**
public static final	**SCENE_SETTINGS** Settings scene, configure the player count and player names Value: **settings**

Constructor Summary

public	**Scene**()

Method Summary

abstract void	**load**() Loads this scene, is called when the scene is to be showed

---

abstract void	<u>unload</u>() Unloads this scene, is called when the scene disappears

Methods inherited from class `java.lang.Object`

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

Methods inherited from interface <u>de.spareripsproduction.madn.client.graphics.RenderAndUpdateable</u>

<u>render</u>, <u>update</u>

Fields

SCENE_GAME

`public static final java.lang.String SCENE_GAME`

Game scene, actual game play happens here
Constant value: `game`

SCENE_MENU

`public static final java.lang.String SCENE_MENU`

Menu scene, the Menu
Constant value: `menu`

SCENE_SCORE

`public static final java.lang.String SCENE_SCORE`

Score scene, after the game ended
Constant value: `score`

SCENE_INTRO

`public static final java.lang.String SCENE_INTRO`

Intro scene, first scene
Constant value: `intro`

SCENE_SETTINGS

`public static final java.lang.String SCENE_SETTINGS`

Settings scene, configure the player count and player names
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**()

>Loads this scene, is called when the scene is to be showed
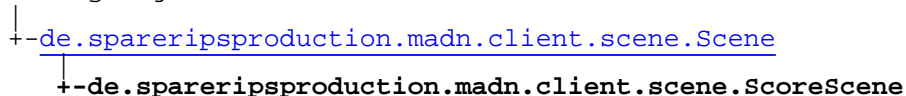
unload

public abstract void **unload**()

>Unloads this scene, is called when the scene disappears

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() Loads this scene, is called when the scene is to be showed
void	render(java.awt.Graphics2D g)
void	unload() Unloads this scene, is called when the scene disappears
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**()

>   Loads this scene, is called when the scene is to be showed

unload

public void **unload**()

>   Unloads this scene, is called when the scene disappears

update

public void **update**()

render

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

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() Loads this scene, is called when the scene is to be showed
void	render(java.awt.Graphics2D g)
void	unload() Unloads this scene, is called when the scene disappears
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**()

> Loads this scene, is called when the scene is to be showed

unload

public void **unload**()

> Unloads this scene, is called when the scene disappears
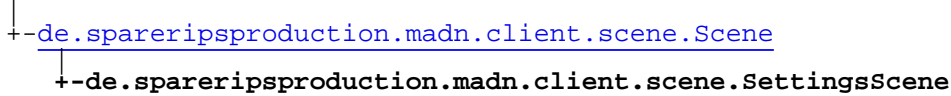
update

public void **update**()

render

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

Package
de.spareripsproduction.tinyengine

Provides the basic functionality to display graphics and ui, typically used by a 2D Game.

[TinyEngine on Github](#)

Initial purpose for this library was the Game "Mensch Ã¤rgere dich nicht"

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

Deprecated.

log a message

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_COMIC_NEUE Reference to the *Comic Neue* True Type Font File Value: **fonts/ComicNeue-Regular.ttf**
public static final	FONT_COMIC_NEUE_BOLD Reference to the *Comic Neue* True Type Font File Value: **fonts/ComicNeue-Bold-Oblique.ttf**
public static final	FONT_PRESS_START_2P Reference to the *Press Start 2P* True Type Font File, used by TinyEngine 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**

Reference to the *Press Start 2P* True Type Font File, used by TinyEngine
Constant value: **fonts/PressStart2P-Regular.ttf**

FONT_COMIC_NEUE

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

Reference to the *Comic Neue* True Type Font File
Constant value: **fonts/ComicNeue-Regular.ttf**

FONT_COMIC_NEUE_BOLD

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

Reference to the *Comic Neue* True Type Font File
Constant value: **fonts/ComicNeue-Bold-Oblique.ttf**

Constructors

FontManager

```
public FontManager()
```

Methods

getFont

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

Parameters:
resourceRef - Path to the ttf-Font file
fontSize - Size of the Font in px

Returns:
the Font

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

getWindow

```
public GameWindow getWindow()
```

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 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

Contains the Entity related things

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

Entity Object
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) Collision detection

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) Moves
void	[render](#)(java.awt.Graphics2D context)
void	[setLocation](#)(float x, float y)
void	[setSize](#)(float width, float height) Sets the Size
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)
```

Sets the Size

Parameters:

`width` - in pixel
`height` - in pixel

move

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

> Moves

> ### Parameters:
> `dX` - delta length
> `dY` - delta height

getHitBox

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

collidesWith

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

> Collision detection

> ### Parameters:
> `e` - other entity

> ### Returns:
> true if entities collide, false if not

render

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

update

```
public void update()
```

Package

de.spareripsproduction.tinyengine.graphics

This package contians graphic elements

de.spareripsproduction.tinyengine.graphics
Interface RenderInterface

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

---

public interface **RenderInterface**
extends

Enables objects to render things on the screen
Since:
>   2014-03-10
Author:
>   Thomas Hampe
Version:
>   1.0

Method Summary

void	render(java.awt.Graphics2D context) This function gets called every circle and draws the object

Methods

render

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

>   This function gets called every circle and draws the object

>   **Parameters:**
>   context - on which we draw

de.spareripsproduction.tinyengine.graphics
Class Sprite

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

public class **Sprite**
extends Object

Responsible for drawing simple images
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

Holds all sprites in a HashMap, so they don't need to be created more than once

Since:
        2014-03-09

Author:
        Thomas Hampe

Version:
        1.0

Method Summary

[Sprite](#)	[get](#)(String ref) get a Sprite from the store
static [SpriteStore](#)	[getInstance](#)() Get the singleton SpriteStore

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 the singleton SpriteStore

> **Returns:**
>   singleton

get

`public ` [Sprite](#) **get**(String ref)

> get a Sprite from the store

> **Parameters:**
>   `ref` - Reference to the spriteImage

> **Returns:**
>   Sprite

Package
de.spareripsproduction.tinyengine.gui

this contains basic User Interface Elements, like Buttons, Labels and Textfields.

de.spareripsproduction.tinyengine.gui

de.spareripsproduction.tinyengine.gui
Class TEButton

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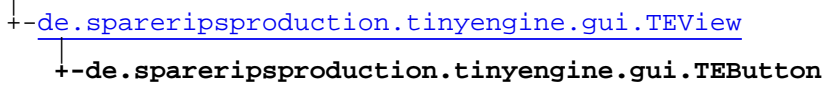
All Implemented Interfaces:
> UpdateInterface, RenderInterface

Direct Known Subclasses:
> TESwitch

---

public class **TEButton**
extends TEView

A Button
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) Construct with default colors
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) Default Constructor

Method Summary

int	getBorderSize()
java.awt.Color	getClickedColor()
java.awt.Color	getColor()
boolean	isClicked() Checks if button is clicked
boolean	isHighlighted() Checks if button is highlighted

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)
```

Construct with default colors

Parameters:

`label` - Label

`x` - x-coordinate

`y` - y-coordinate

`width` - in pixel

`height` - in pixel

`borderSize` - border thickness in pixel

`labelFont` - Font for the label

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)
```

Default Constructor

Parameters:
`label` - Label
`x` - x-coordinate
`y` - y-coordinate
`width` - in pixel
`height` - in pixel
`borderSize` - border thickness in pixel
`labelFont` - Font for the label
`color` - Color of the button
`clickedColor` - border color when clicked
`highlightColor` - color when button is hovered

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()
```

Checks if button is clicked

Returns:
true if clicked

isHighlighted

```
public boolean isHighlighted()
```

Checks if button is highlighted

Returns:
true if highlighted

getColor

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

Returns:
Color of this button

getClickedColor

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

Returns:
color of this button in clicked state

de.spareripsproduction.tinyengine.gui
Class TECollection

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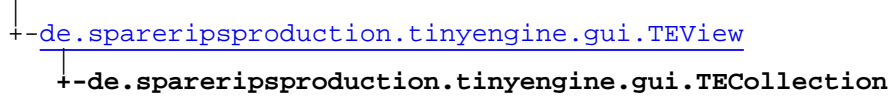
All Implemented Interfaces:
UpdateInterface, RenderInterface

Direct Known Subclasses:
TECollectionVertical

---

public class **TECollection**
extends TEView

Collection of Views
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) Default constructor

Method Summary

void	addView(TEView view) Adds a TEView to the collection
void	clearCollection() Empty the collection
TEView	get(int index) Get a view by index
ArrayList	getCollection()
void	removeView(TEView view) Removes a view form the collection

---

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)

Default constructor

Parameters:
x - x-coordinate
y - y-coordinate
margin - margin between the views

Methods

addView

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

Adds a TEView to the collection

Parameters:
`view` - View to be added

removeView

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

Removes a view form the collection

Parameters:
`view` - View to be removed

clearCollection

```
public void clearCollection()
```

Empty the collection

get

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

Get a view by index

Parameters:
`index` - of the view in the collection

Returns:
the View at the 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

Collection of views vertical stacked
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) Default constructor

Method Summary

void	**addView**(TEView view) Adds a TEView to the collection
int	**getHeight**() Current height
int	**getWidth**() Current width
void	**horizontalAlignCenter**(int y1, int y2) Aligns the View horizontal between two coordinates
void	**removeView**(TEView view) Removes a view form the collection
void	**setX**(int x) Sets the x-coordinate
void	**setY**(int y) Sets the y-coordinate

---

void	verticalAlignCenter(int x1, int x2) Aligns the View vertical between two coordinates	
void	verticalAlignRight(int x) Aligns the View horizontal right on	

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)
```

Default constructor

Parameters:
   x - x-coordinate
   y - y-coordinate
   margin - vertical margin between the views

Methods

addView

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

Adds a TEView to the collection

removeView

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

Removes a view form the collection

setX

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

Sets the x-coordinate

setY

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

Sets the y-coordinate

verticalAlignCenter

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

Aligns the View vertical between two coordinates

horizontalAlignCenter

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

Aligns the View horizontal between two coordinates

verticalAlignRight

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

Aligns the View horizontal right on

getHeight

```
public int getHeight()
```

Current height

getWidth

```
public int getWidth()
```

Current width

de.spareripsproduction.tinyengine.gui
Class TELabel

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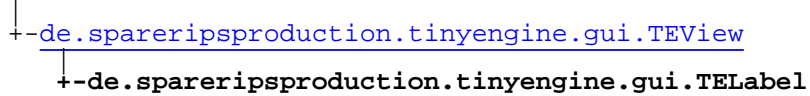
All Implemented Interfaces:
UpdateInterface, RenderInterface

---

public class **TELabel**
extends TEView

Label
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() Current height
String	getText()
int	getWidth() Current width
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)

Parameters:
    text
    x
    y
    font

Methods

getHeight

public int **getHeight**()

Current height

getWidth

public int **getWidth**()

Current width

getText

`public String `**`getText`**`()`

setText

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

getFont

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

getY

`public int `**`getY`**`()`

> current y-coordinate

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) constructor with default state off
public	TESwitch(int x, int y, int width, int height, int borderSize, java.awt.Font font, boolean state) Default Constructor

Method Summary

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

Methods inherited from class de.spareripsproduction.tinyengine.gui.TEButton
getBorderSize, getClickedColor, getColor, 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)
```

constructor with default state off

Parameters:
`x` - in pixel
`y` - in pixel
`width` - in pixel
`height` - in pixel
`borderSize` - in pixel
`font` - Font

TESwitch

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

Default Constructor

Parameters:
`x` - in pixel
`y` - in pixel
`width` - in pixel
`height` - in pixel
`borderSize` - in pixel
`font` - Font
`state` - off = false, on = true

Methods

render

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

update

public void **update**()

render

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

de.spareripsproduction.tinyengine.gui
Class TETextField

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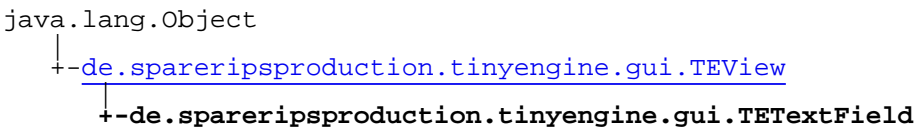
All Implemented Interfaces:
>   java.awt.event.KeyListener, UpdateInterface, RenderInterface

---

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

Textfield
Since:
>   2014-03-25
Author:
>   Thomas Hampe
Version:
>   1.0

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) Default Constructor

public	**TETextField**(String text, int x, int y, int width, int height, java.awt.Font font, int size, int borderSize) constructor with default colors

Method Summary

java.awt.Color	**getActiveBorderColor**()
java.awt.Color	**getBackgroundColor**()
int	**getBorderSize**() returns borderthickness
int	**getSize**()
String	**getText**() Text in the textfield
boolean	**isActive**() currently selected and accepts input
boolean	**isHover**() currently hovered by the mouse
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	**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)
```

Default Constructor

Parameters:
```
text
x
y
width
height
font
size
borderSize
borderColor
backgroundColor
textColor
```

TETextField

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

constructor with default colors

Parameters:
```
text
x
y
width
```

```
height
font
size
borderSize
```

Methods

update

```
public void update()
```

render

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

isActive

```
public boolean isActive()
```

currently selected and accepts input

Returns:
   true if active

getBorderSize

```
public int getBorderSize()
```

returns borderthickness

Returns:
   in pixel

getBackgroundColor

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

getActiveBorderColor

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

isHover

```
public boolean isHover()
```

currently hovered by the mouse

Returns:
   true if hovered

getSize

```
public int getSize()
```

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()
```

Text in the textfield

Returns:
textfield text

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

Base Class for all views
Since:
2014-03-21
Author:
Thomas Hampe
Version:
1.0

Constructor Summary

public	**TEView**(int x, int y, int width, int height) Default Constructor
public	**TEView**(int x, int y) Constructor for views with no height an width

Method Summary

int	**getHeight**() Current height
int	**getWidth**() Current width
int	**getX**() Current x-coordinate
int	**getY**() current y-coordinate
void	**horizontalAlignCenter**(int y1, int y2) Aligns the View horizontal between two coordinates
boolean	**insideView**(java.awt.Point p) Checks if a point is inside this view
void	**render**(java.awt.Graphics2D context)

void	`setHeight`(int height) Sets the height	
void	`setWidth`(int width) Sets the width	
void	`setX`(int x) Sets the x-coordinate	
void	`setY`(int y) Sets the y-coordinate	
void	`update`()	
void	`verticalAlignCenter`(int x1, int x2) Aligns the View vertical between two coordinates	
void	`verticalAlignRight`(int x) Aligns the View horizontal right on	

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)
```

    Default Constructor

        Parameters:
            `x` - X-Coordinate
            `y` - Y-Coordinate
            `width` - in pixel
            `height` - in pixel

TEView

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

    Constructor for views with no height an width

Parameters:
x - X-Coordinate
y - Y-Coordinate

Methods

getX

```
public int getX()
```

Current x-coordinate

Returns:
x-coordinate

getY

```
public int getY()
```

current y-coordinate

Returns:
y-coordinate

getWidth

```
public int getWidth()
```

Current width

Returns:
width in pixel

getHeight

```
public int getHeight()
```

Current height

Returns:
height in pixel

setX

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

Sets the x-coordinate

Parameters:
x - x-coordinate

setY

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

Sets the y-coordinate

Parameters:

`y` - y-coordinate

setWidth

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

Sets the width

Parameters:

`width` - in pixel

setHeight

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

Sets the height

Parameters:

`height` - in px

render

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

update

```
public void update()
```

verticalAlignCenter

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

Aligns the View vertical between two coordinates

Parameters:

`x1` - top coordinate
`x2` - bottom coordinate

verticalAlignRight

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

Aligns the View horizontal right on

Parameters:

`x` - right coordinate

horizontalAlignCenter

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

Aligns the View horizontal between two coordinates

Parameters:
> `y1` - left coordinate
> `y2` - right coordinate

insideView

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

Checks if a point is inside this view

Parameters:
> `p` - Point

Returns:
> obvious

Package

de.spareripsproduction.tinyengine.input

This Package contains functionality, to respond to ser input (Keyboard, Mouse Interaction)

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

Keeps track of the Keyboard Input

Provides central access to *Keyboard Input*, without additional binding to the `Keyboard Events`

Since:
>   2014-03-10

Author:
>   Thomas Hampe

Version:
>   1.0

Method Summary

void	<u>eventDispatched</u>(java.awt.AWTEvent e) Notification of an AWT event
static <u>Keyboard</u>	<u>getInstance</u>()
boolean	<u>isKeyPressed</u>(int key)
static boolean	<u>isPressed</u>(int key) Checks if a certain key is pressed
void	<u>keyPressed</u>(java.awt.event.KeyEvent e) Notification of a key press
void	<u>keyReleased</u>(java.awt.event.KeyEvent e) Notification of a key release

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)
```

> Checks if a certain key is pressed

> **Parameters:**
>> key - KeyEvent Code

> **Returns:**
>> true if pressed, false if not

isKeyPressed

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

keyPressed

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

> Notification of a key press

> **Parameters:**
>> e - The event details

keyReleased

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

> Notification of a key release

> **Parameters:**
>> e - The event details

eventDispatched

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

> Notification of an AWT event

> **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

Tis package contains the logic of TinyEngine

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

Objects from this Class, can measure the current **FPS** of the Game
Since:
2014-03-11
Author:
Thomas Hampe
Version:
1.0

Constructor Summary

public	[Fps](Fps)() Constructs the FPS-Meter

Method Summary

int	getFps() Calculates the current *Frame per Seconds* of the Game
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**()

Constructs the FPS-Meter

Methods

render

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

getFps

```
public int getFps()
```

Calculates the current *Frame per Seconds* of the Game

Returns:
Frames Per Second

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

de.spareripsproduction.tinyengine.logic
Interface UpdateInterface

All Known Implementing Classes:
TEView, Entity, Game

---

public interface **UpdateInterface**
extends

The UpdateInterface enables Objects, to get called during the update-Cycle of the Game
Since:
2014-03-10
Author:
Thomas Hampe
Version:
1.0

Method Summary

void	update() This Method will called during the Update Cycle, **before** the rendering starts

Methods

update

public void **update**()

This Method will called during the Update Cycle, **before** the rendering starts

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Y