PlantUmlSvgView16122873133008970426.html © GameScreen

I scene: Scene
I o edicates Content () void

o GameScreen(void double, height double)

o displacementation

o participation

o p (a) Entity

(b) Header

(c) Header

(c) Field

(d) Field

(e) Field

(f) Fiel Co name: String
I clamage: float
I clama Thousand point (and the point of the point o D xLeft: float

D xLeft: float gameLogic gameLogic (1) Shootable shoot[]: void shoot[]: void shoot[]: void getPlayer() gameLogic The Annual Control of the Control of © BossZombie

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C coddown to stat © FastZombio

• FastZombio

• FastZombie game Logic: GametLogic)

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• drawige: GraphicsConniext) void

datawige: GraphicsConniext) void D name: Strip

D name: Strip

D name: Strip

D name: Strip

D picked Lyharmo: int

D picked Lyharmo: int

D picked Lyharmo: int

D speed: float

D speed: floa player player player player It isHolding: boolean
It isHolding: boolean, gameLogic: GameLogic)
a shoot(): void
a spatial; yeaphisContext); void
a shold; void
a sholding: boolean, void
a shoot(): void © Ud

o Uz(ammo: int, isPickedUp: boolean, gameLogic: GameLogic)
o shoo(t); void
o draw(gc: GraphicsContest); void
o Uz(ammo: int, isPickedUp: boolean, gameLogic: GameLogic)
o shoo(t); void
o update(y- GraphicsContest); void
o draw(gc: GraphicsContest); void is leholding: boolean

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