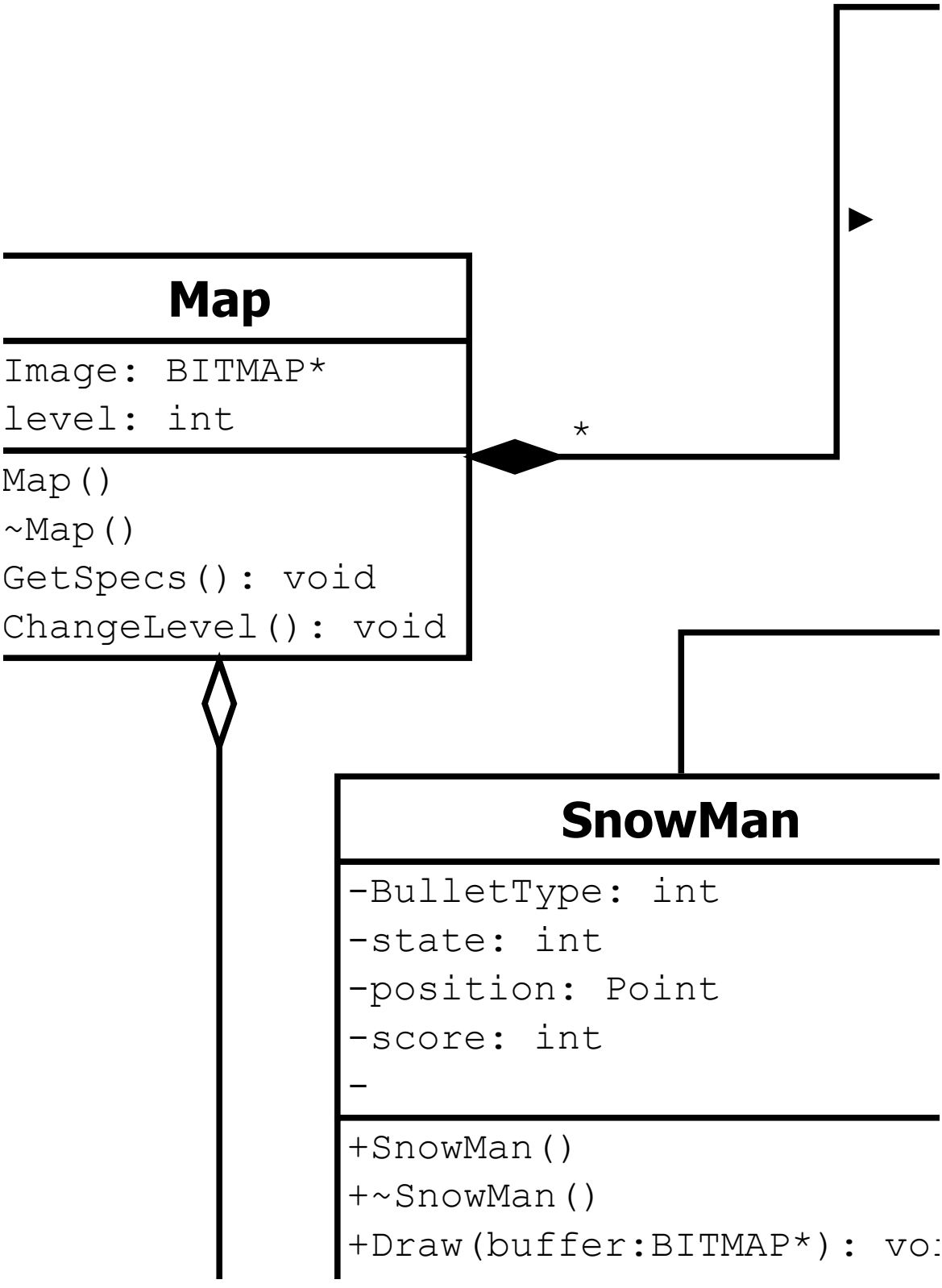
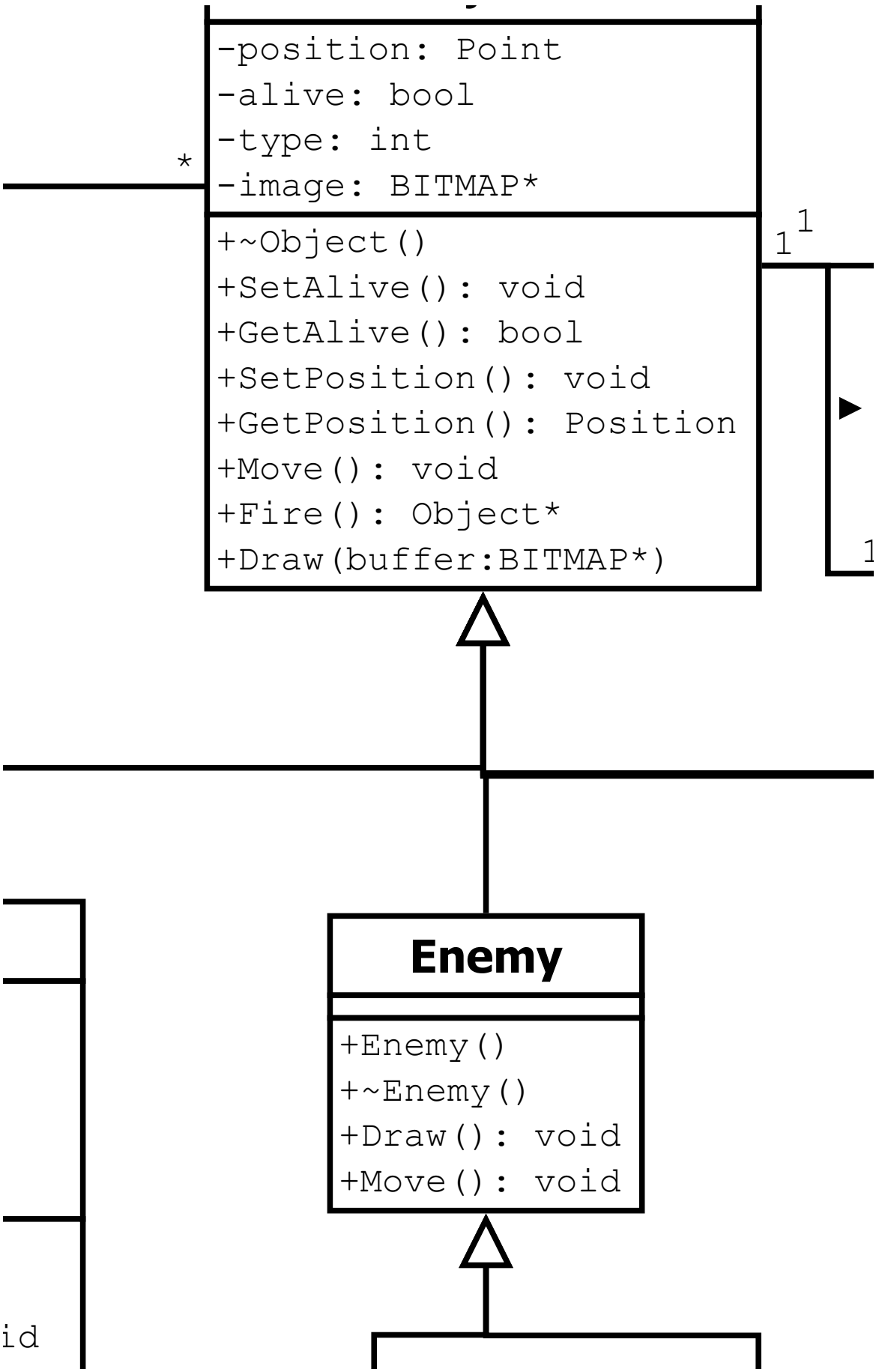
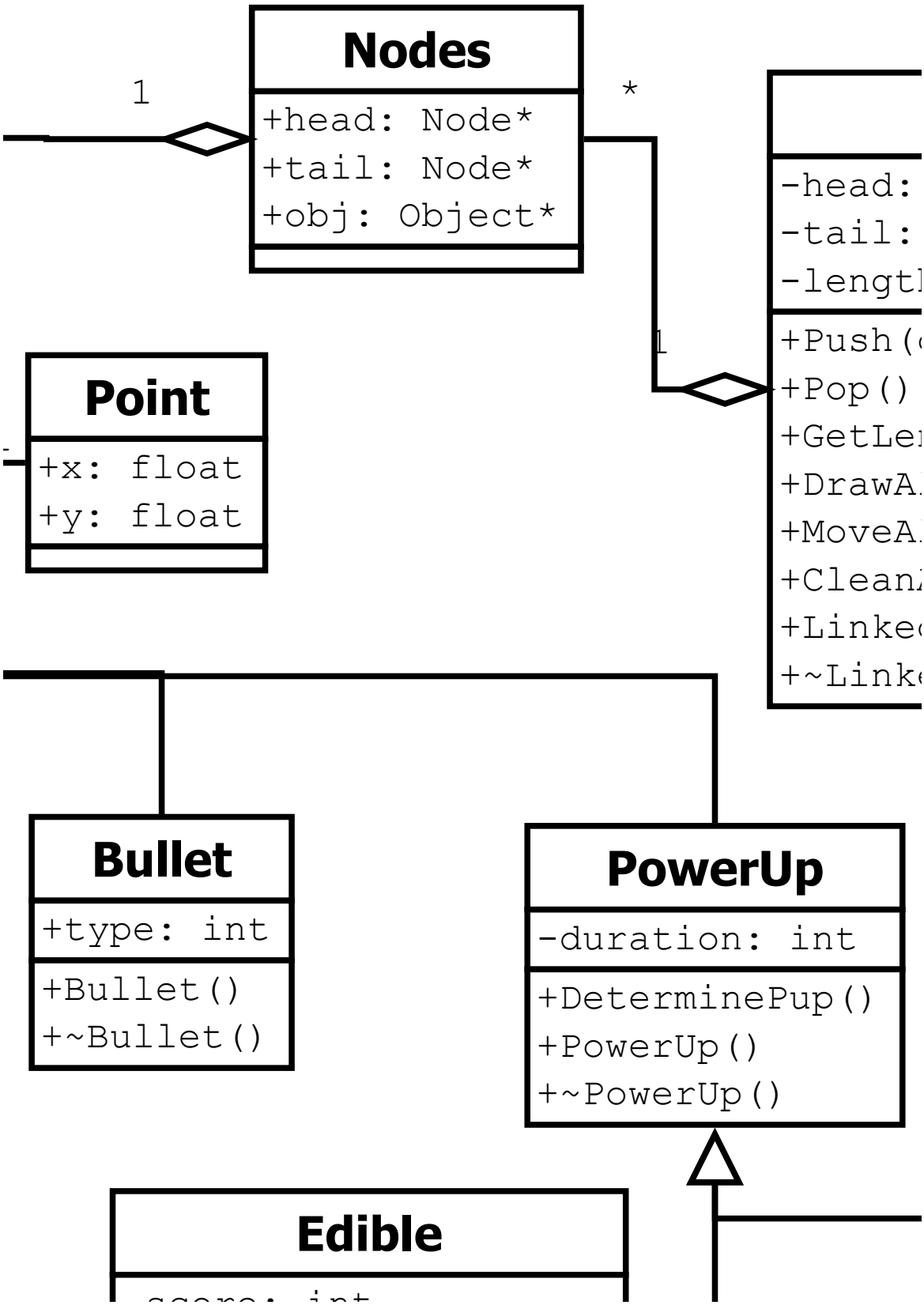
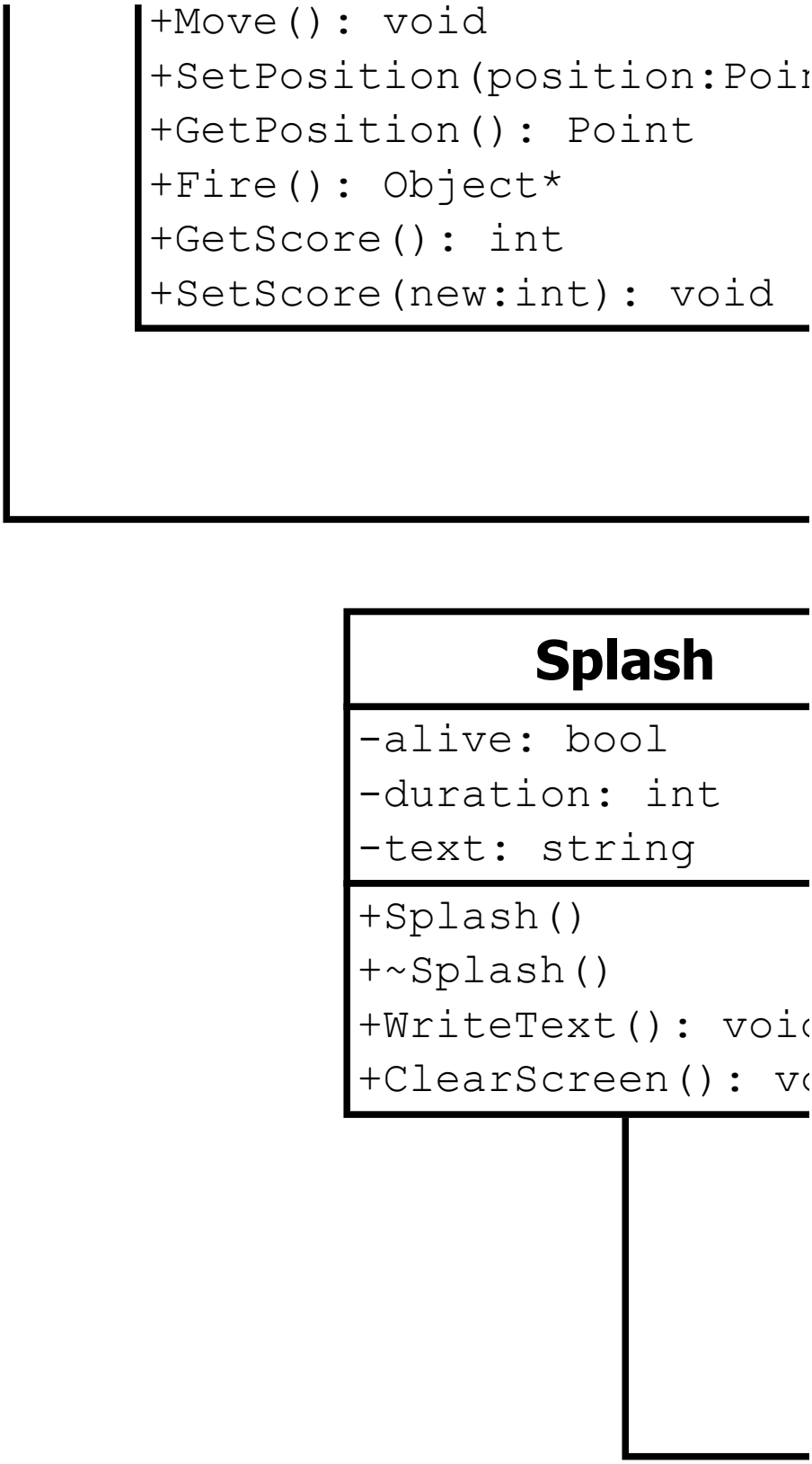
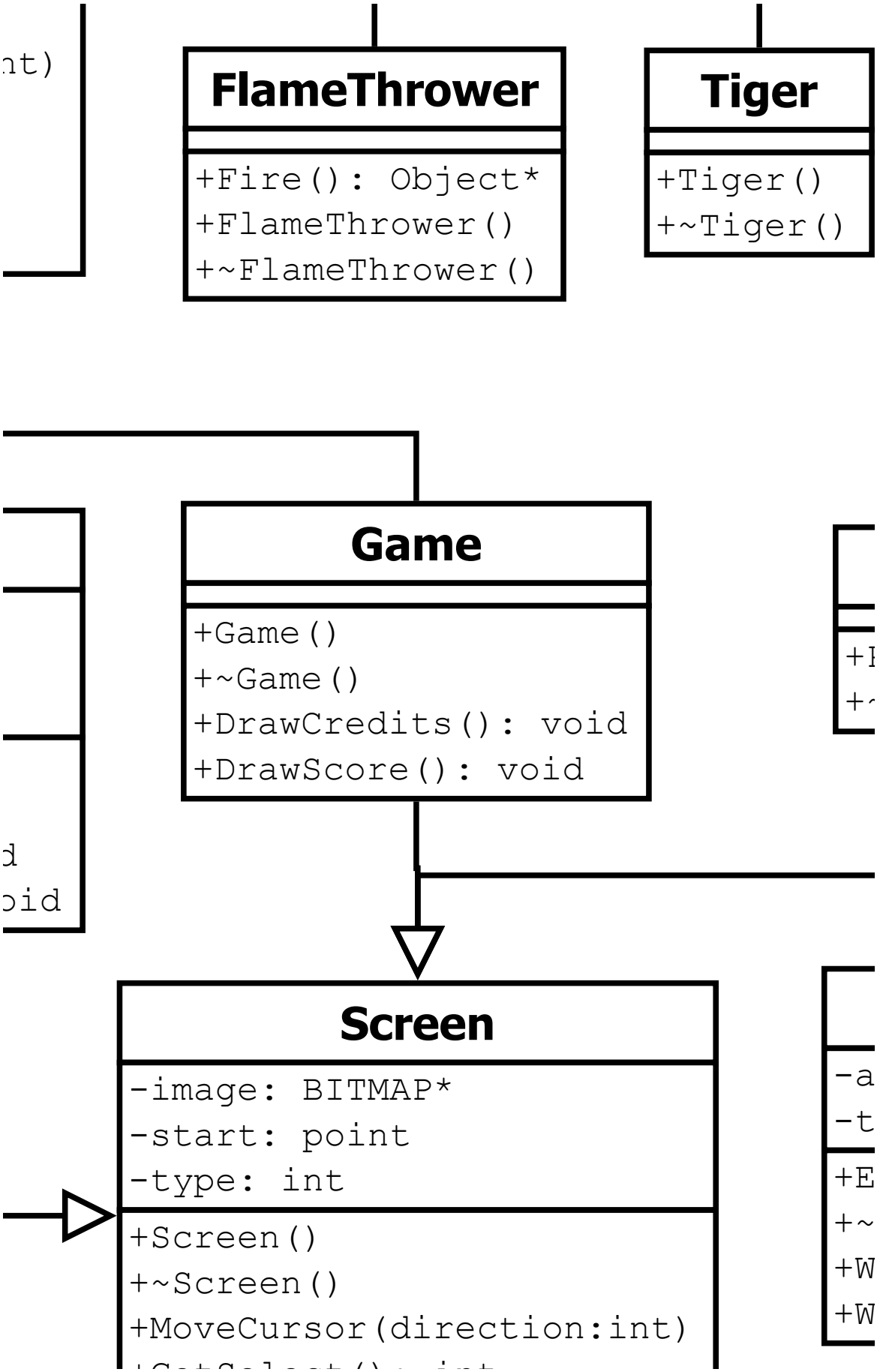
Object

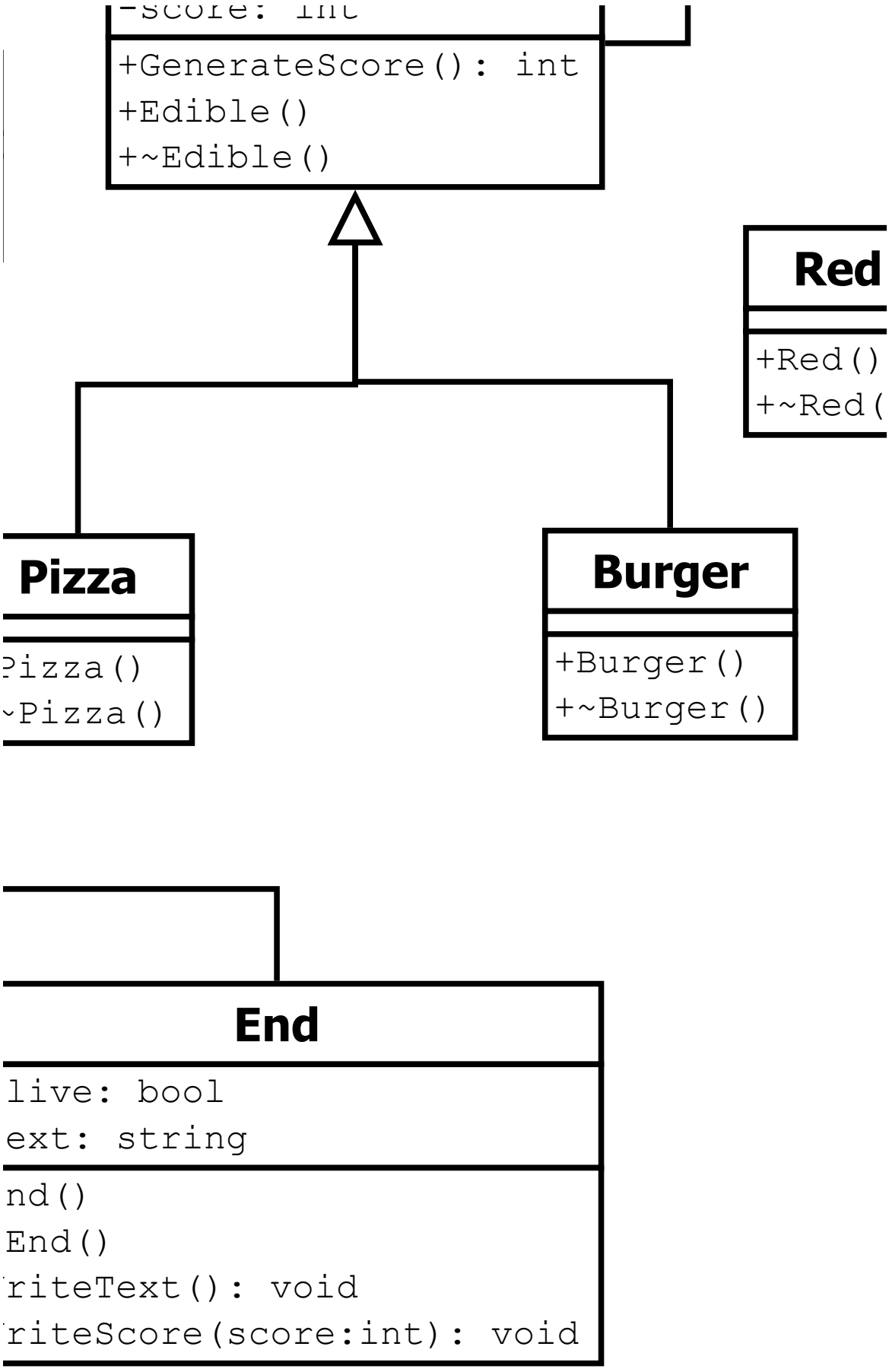

Map
Image: BITMAP*
level: int
Map()
~Map()
GetSpecs(): void
ChangeLevel(): void
*
SnowMan
-BulletType: int
-state: int
-position: Point
-score: int
-
+SnowMan()
+~SnowMan()
+Draw(buffer:BITMAP*): vo


-position: Point
-alive: bool
-type: int
-image: BITMAP*
*
+~Object()
+SetAlive(): void
+GetAlive(): bool
+SetPosition(): void
+GetPosition(): Position
+Move(): void
+Fire(): Object*
+Draw(buffer:BITMAP*)
1
1
1
Enemy
+Enemy()
+~Enemy()
+Draw(): void
+Move(): void
id


Nodes
+head: Node*
+tail: Node*
+obj: Object*
1
*
-head:
-tail:
-lengt
+Push(
+Pop()
+GetLe
+DrawA
+MoveA
+Clean
+Linke
+~Link
1
Point
+x: float
+y: float
Bullet
+type: int
+Bullet()
+~Bullet()
PowerUp
-duration: int
+DeterminePup()
+PowerUp()
+~PowerUp()
Edible


+Move(): void
+SetPosition(position:Poi
+GetPosition(): Point
+Fire(): Object*
+GetScore(): int
+SetScore(new:int): void
Splash
-alive: bool
-duration: int
-text: string
+Splash()
+~Splash()
+WriteText(): voi
+ClearScreen(): v


nt)
FlameThrower
+Fire(): Object*
+FlameThrower()
+~FlameThrower()
Tiger
+Tiger()
+~Tiger()
Game
+Game()
+~Game()
+DrawCredits(): void
+DrawScore(): void
d
oid
Screen
-image: BITMAP*
-start: point
-type: int
+Screen()
+~Screen()
+MoveCursor(direction:int)


-score: int
+GenerateScore(): int
+Edible()
+~Edible()
Red
+Red()
+~Red(
Pizza
Pizza()
~Pizza()
Burger
+Burger()
+~Burger()
End
live: bool
ext: string
nd()
End()
riteText(): void
riteScore(score:int): void