Capstone UML Diagram (rough draft)

JPanel

Image

Coordinates

MouseMotionListener

Game

MouseListener

Coordinates System

GameFrame

Hitbox

Sprite

TextBased

SpriteBase

MoveableSprite

GraphicsGame
(Interface)

Menu

various games

KeyListener
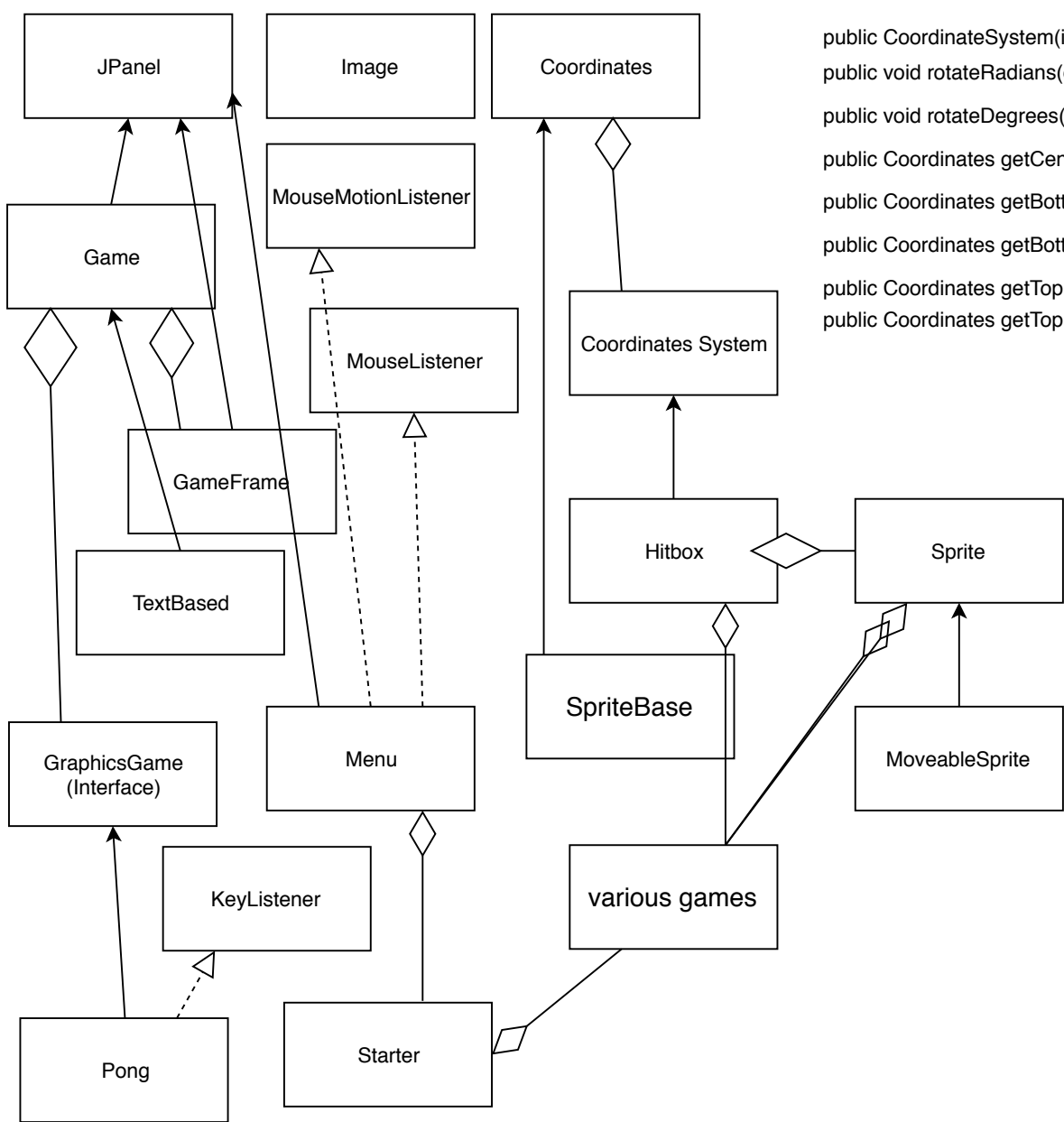
Pong

Starter

Methods

public CoordinateSystem(int x, int y, int xDimension, int yDimension) /

public void rotateRadians(double radians) // rotates coordiantes

public void rotateDegrees(double degrees) // converts degrees to radi

public Coordinates getCenter()

public Coordinates getBottomRight()

public Coordinates getBottomLeft()

public Coordinates getTopRight()
public Coordinates getTopLeft()

Fields

public static final double PI = Ma
private Coordinates topLeft;
private Coordinates topRight;
 private Coordinates bottomLeft
 private Coordinates bottomRigh
 private Coordinates center;
private int width;
 private int height;
private int x, y; // measures input

public AffineTransform getCoord

public void verticalShift(double c

public void horizontalShift(doubl

// sets left right up down corners

ans and then rotates them

ath.PI;

;
nt;

t coordinates
inates()
dy)

le dx)