

OBSTACLE

-id: String
-position: Point
-images: List<PImage>
-imageIndex: int
-animationPeriod: int

WorldModel

```
-numRows: int
-numCols: int
-background: Background[][]
-occupancy: Entity[][]
-entities: Set<Entity>

-PROPERTY_KEY: int                <<static>>
-SAPLING_KEY: String              <<static>>
-SAPLING_HEALTH_LIMIT: int        <<static>>
-SAPLING_ACTION_ANIMATION_PERIOD: int <<static>>
-SAPLING_NUM_PROPERTIES: int      <<static>>
-SAPLING_ID: String               <<static>>
-SAPLING_COL: int                 <<static>>
-SAPLING_ROW: int                 <<static>>
-SAPLING_HEALTH: int              <<static>>

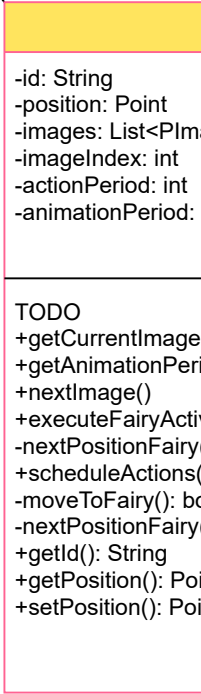
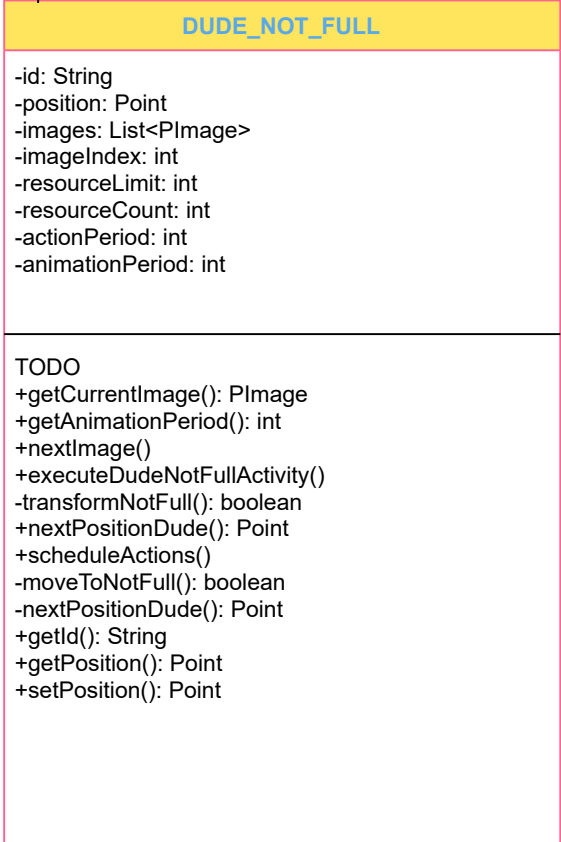
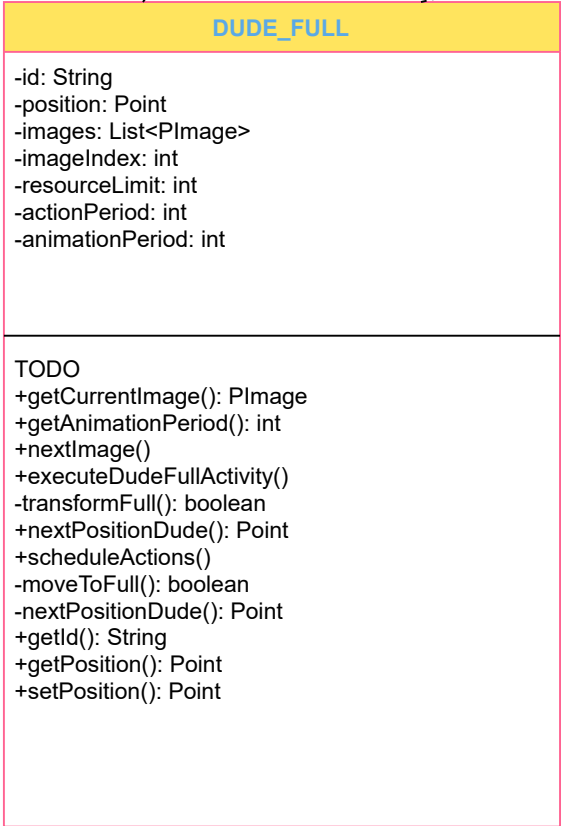
-BGND_KEY: String                 <<static>>
-BGND_NUM_PROPERTIES: int         <<static>>
-BGND_ID: int                    <<static>>
-BGND_COL: int                   <<static>>
-BGND_ROW: int                   <<static>>

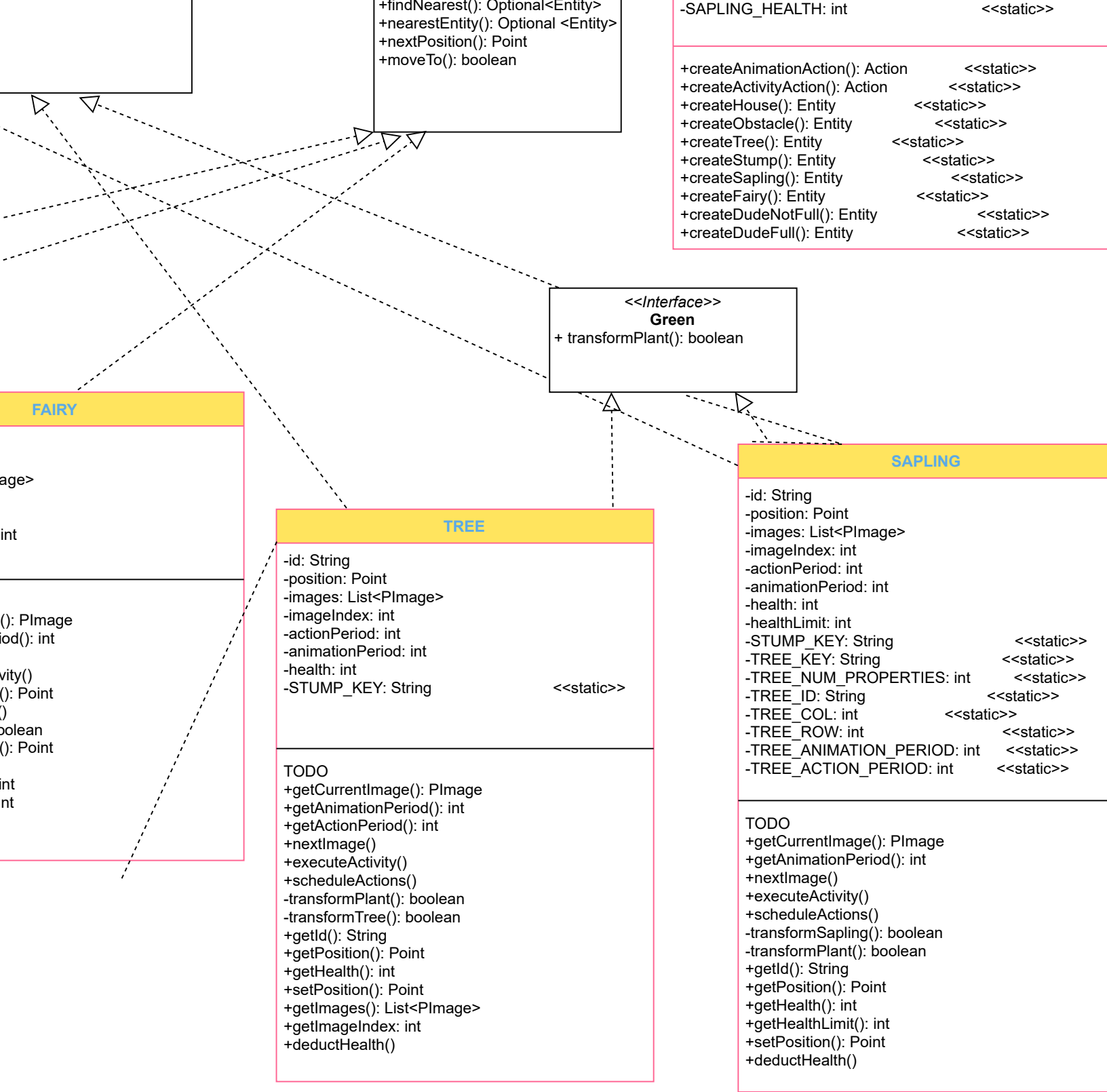
-OBSTACLE_KEY: String             <<static>>
-OBSTACLE_NUM_PROPERTIES: int     <<static>>
-OBSTACLE_ID: int                 <<static>>
-OBSTACLE_COL: int                <<static>>
-OBSTACLE_ROW: int                <<static>>
-OBSTACLE_ANIMATION_PERIOD: int  <<static>>

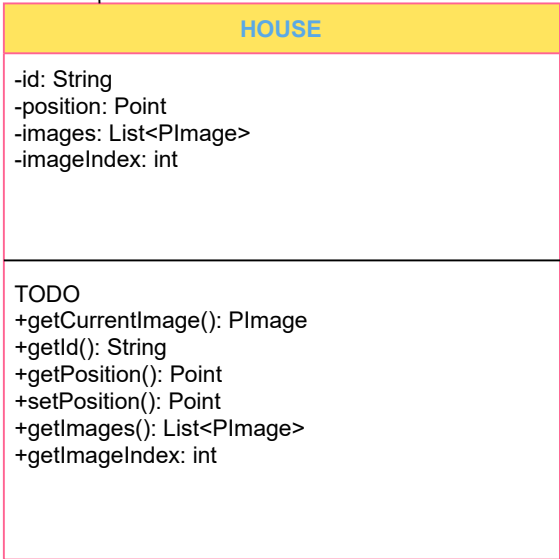
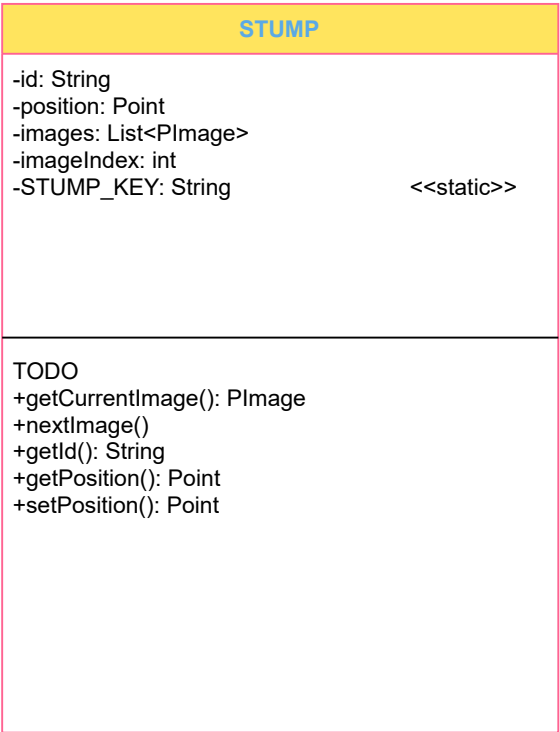
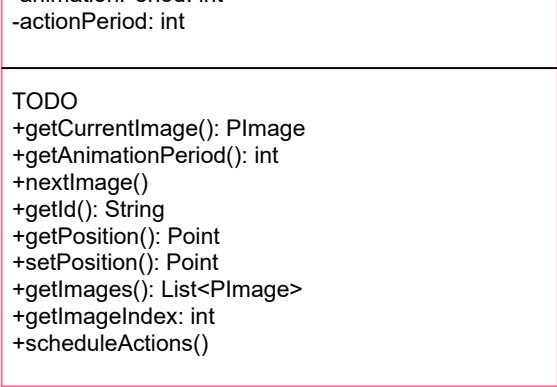
-DUDE_KEY: String                 <<static>>
-DUDE_NUM_PROPERTIES: int         <<static>>
-DUDE_ID: String                  <<static>>
-DUDE_COL: int                    <<static>>
-DUDE_ROW: int                    <<static>>
-DUDE_LIMIT: int                  <<static>>
-DUDE_ACTION_PERIOD: int          <<static>>
-DUDE_ANIMATION_PERIOD: int       <<static>>

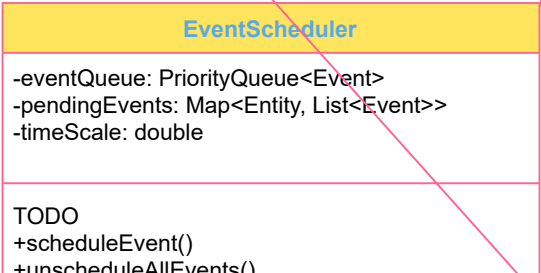
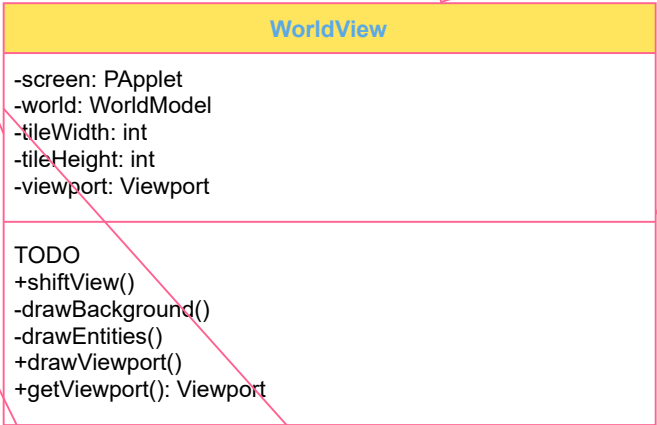
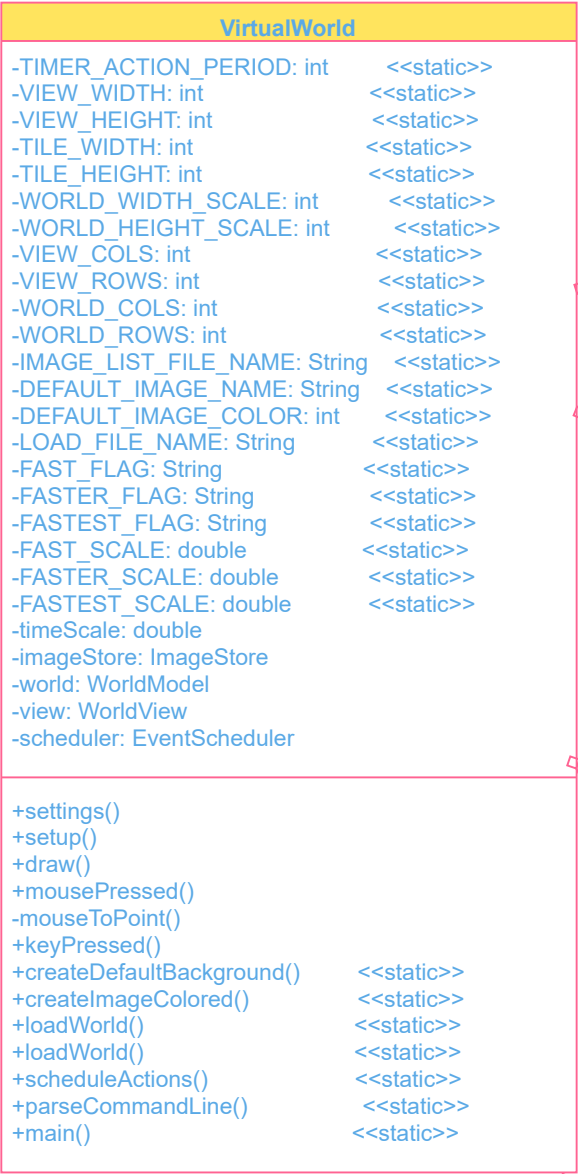
-HOUSE_KEY: String                <<static>>
-HOUSE_NUM_PROPERTIES: int        <<static>>
-HOUSE_ID: String                 <<static>>
-HOUSE_COL: int                   <<static>>
-HOUSE_ROW: int                   <<static>>

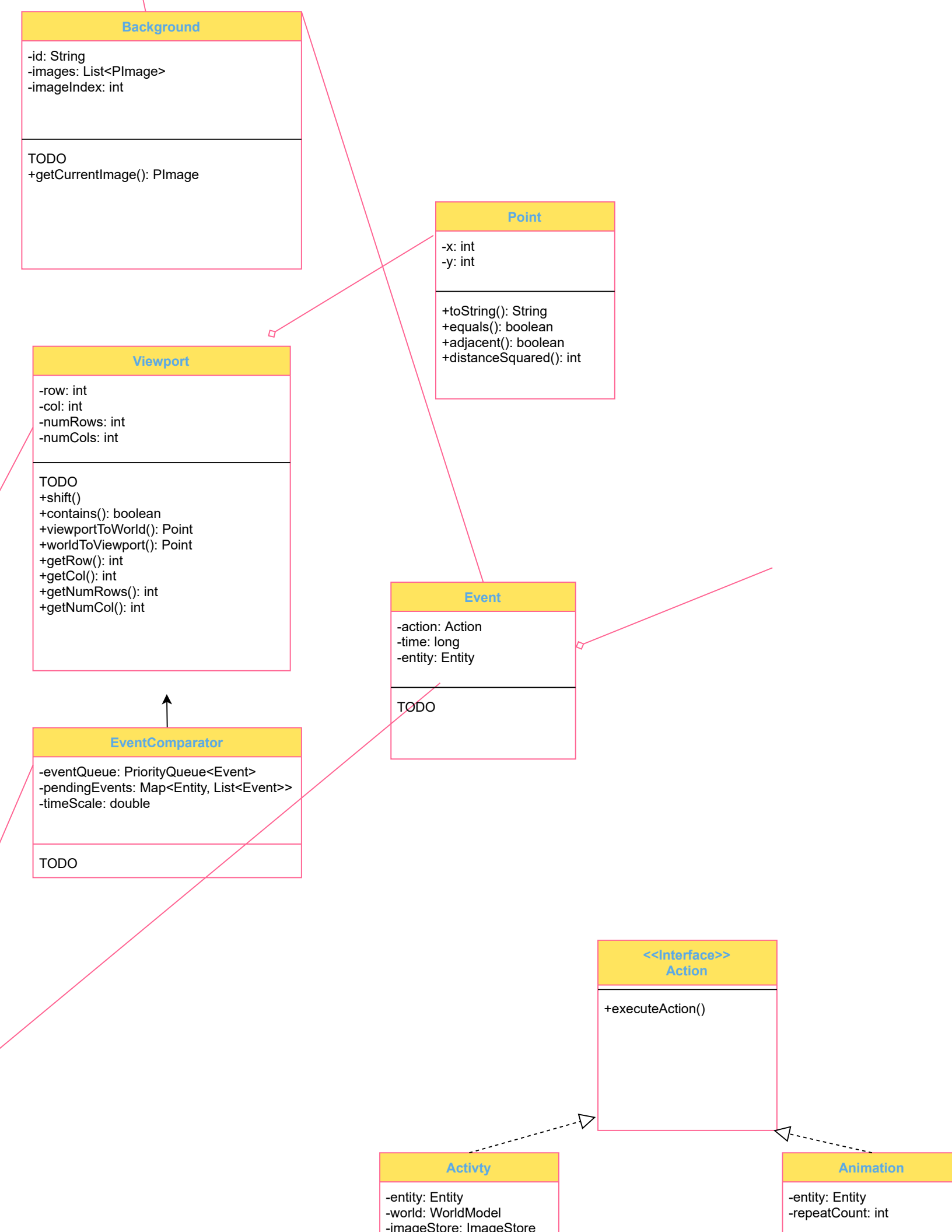
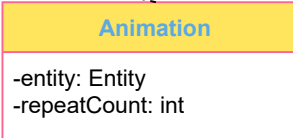
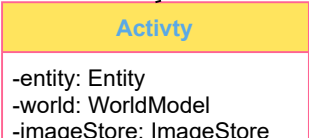
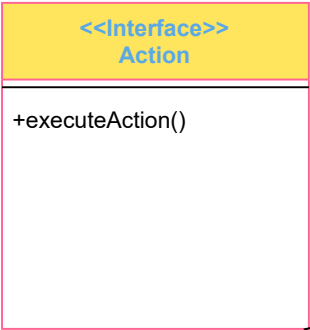
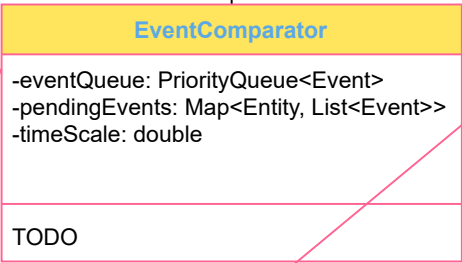
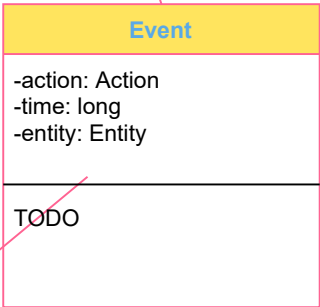
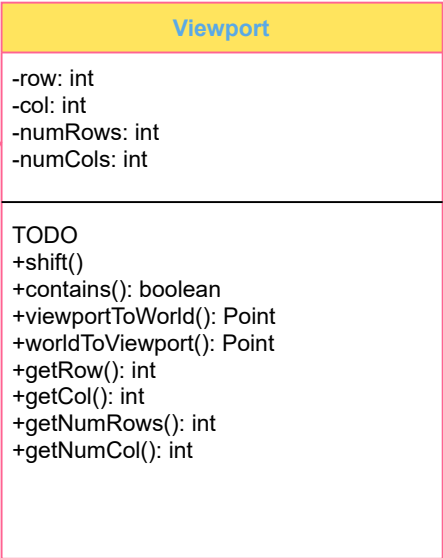
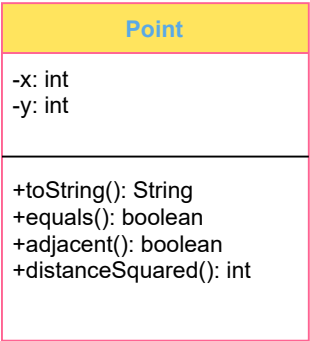
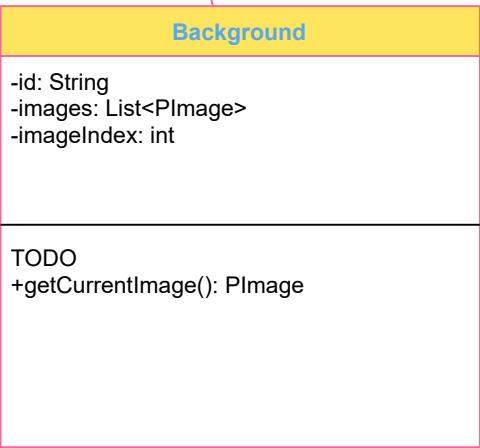
-FAIRY_KEY: String                <<static>>
-FAIRY_NUM_PROPERTIES: int        <<static>>
-FAIRY_ID: String                 <<static>>
-FAIRY_COL: int                   <<static>>
-FAIRY_ROW: int                   <<static>>
-FAIRY_ANIMATION_PERIOD: int      <<static>>
-FAIRY_ACTION_PERIOD: int         <<static>>
```









+unscheduleAllEvents()
-removePendingEvent()
+updateOnTime()

TODO

ImageStore

-images: Map<String, List<PImage>>
-defaultImages: List<PImage>
-KEYED_IMAGE_MIN: int <<static>>
-KEYED_RED_IDX: int <<static>>
-KEYED_GREEN_IDX: int <<static>>
-KEYED_BLUE_IDX: int <<static>>

TODO
+getImageList(): List<PImage>
+loadImages()
-processImageLine()
-getImages(): List<PImage> <<static>>

Functions

-rand: Random <<static>>
-COLOR_MASK: int <<static>>
-PATH_KEYS: List<String> <<static>>

+getNumFromRange: int <<static>>
+setAlpha() <<static>>
+clamp() <<static>>

