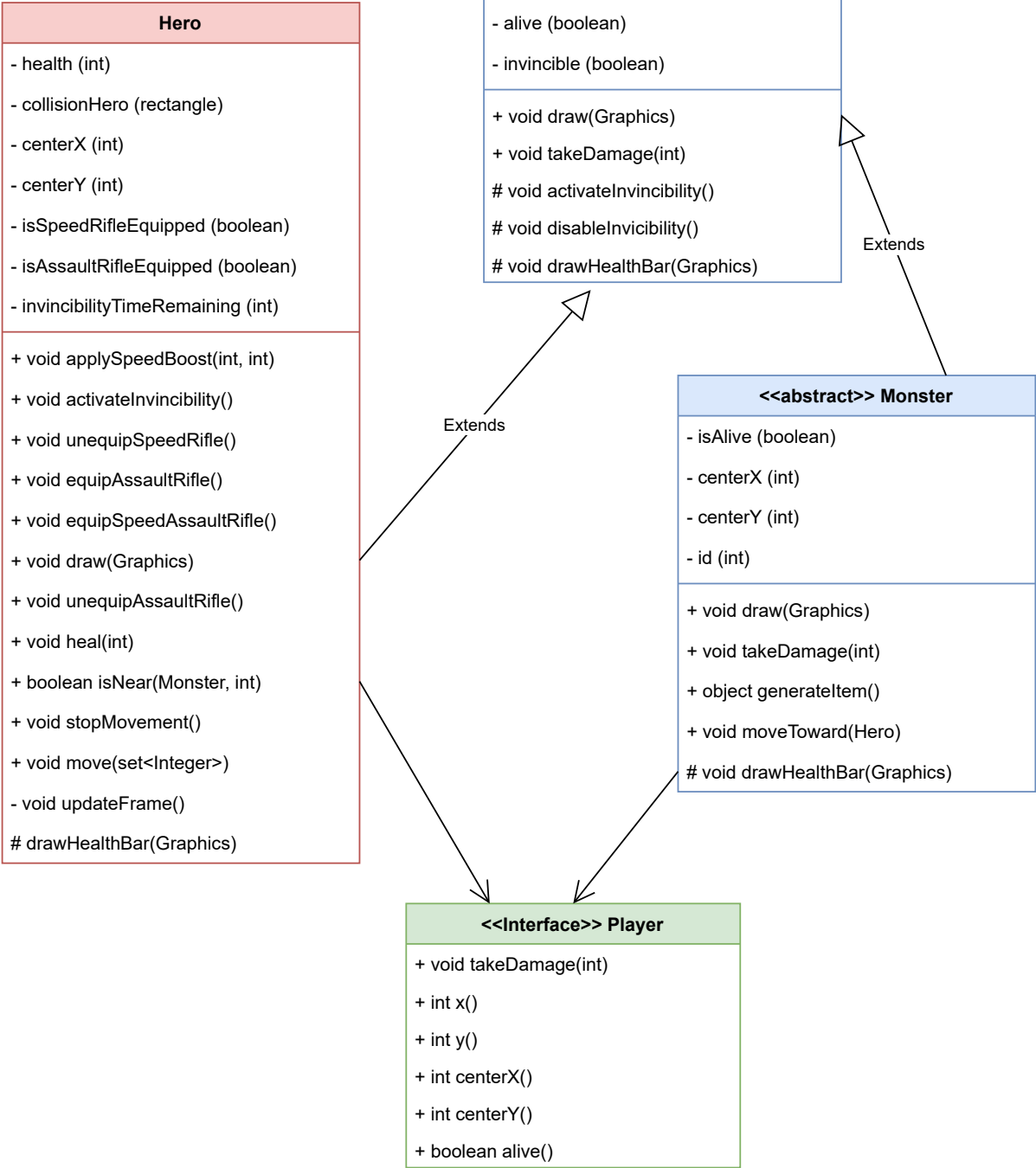
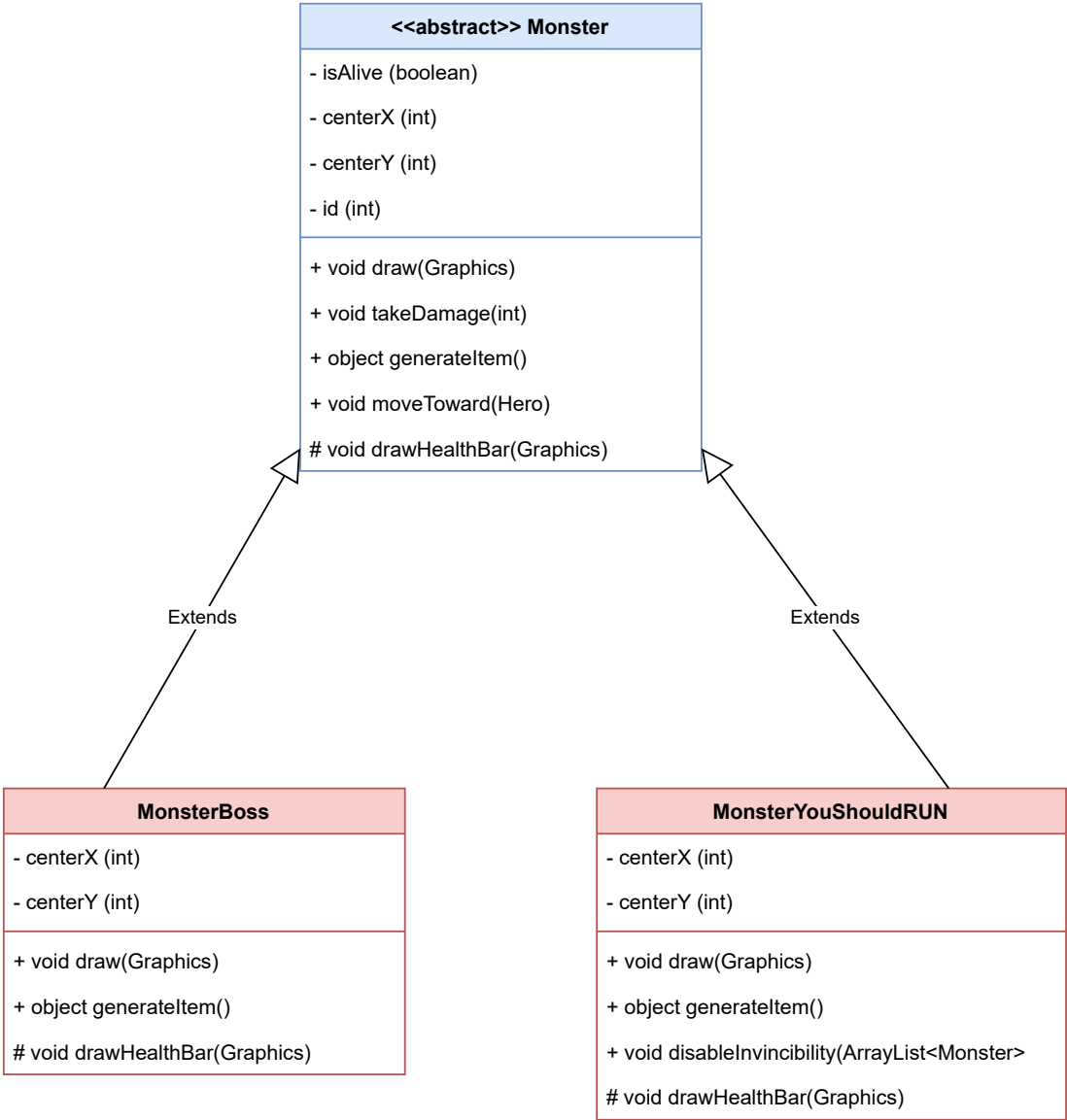


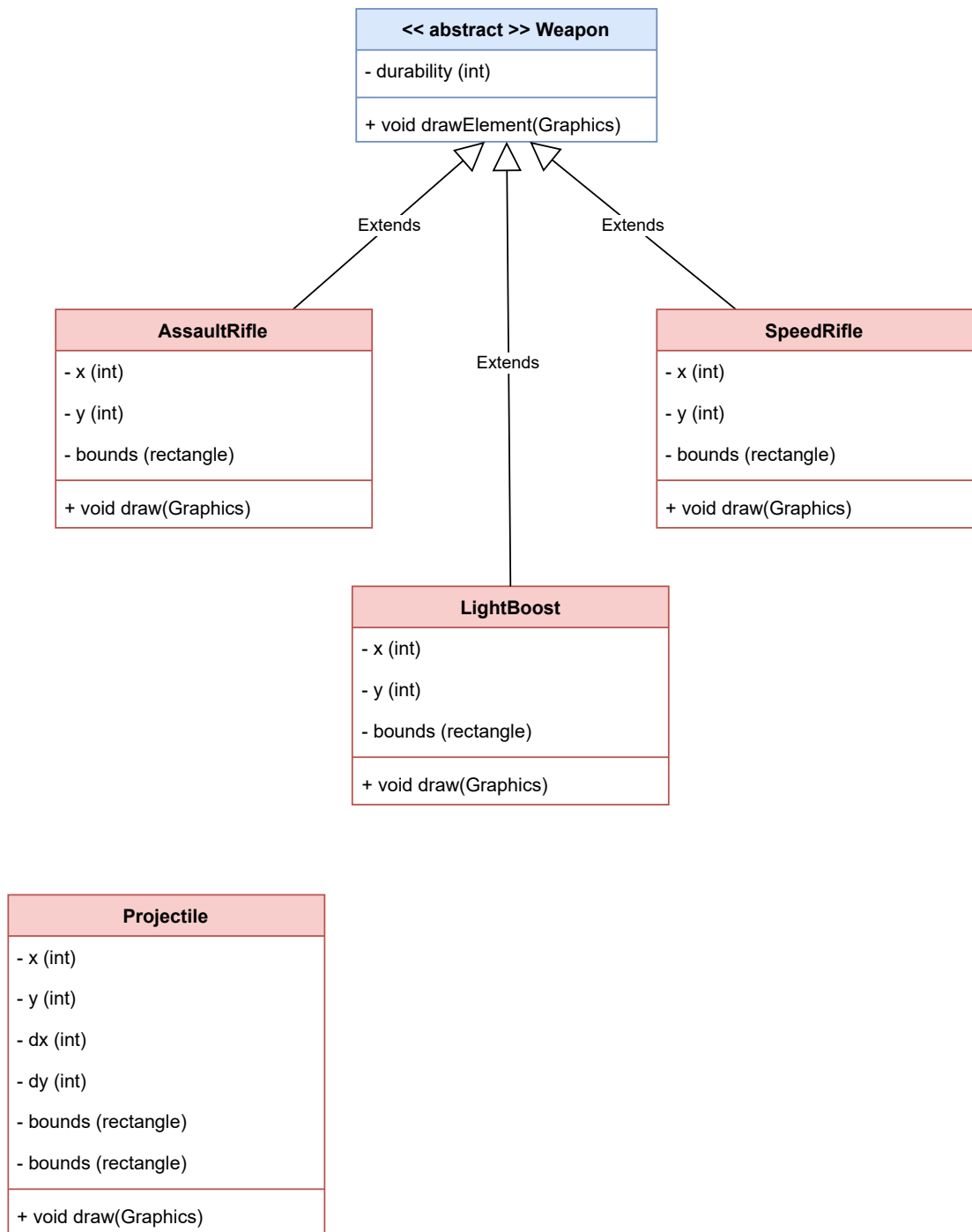
PLAYER



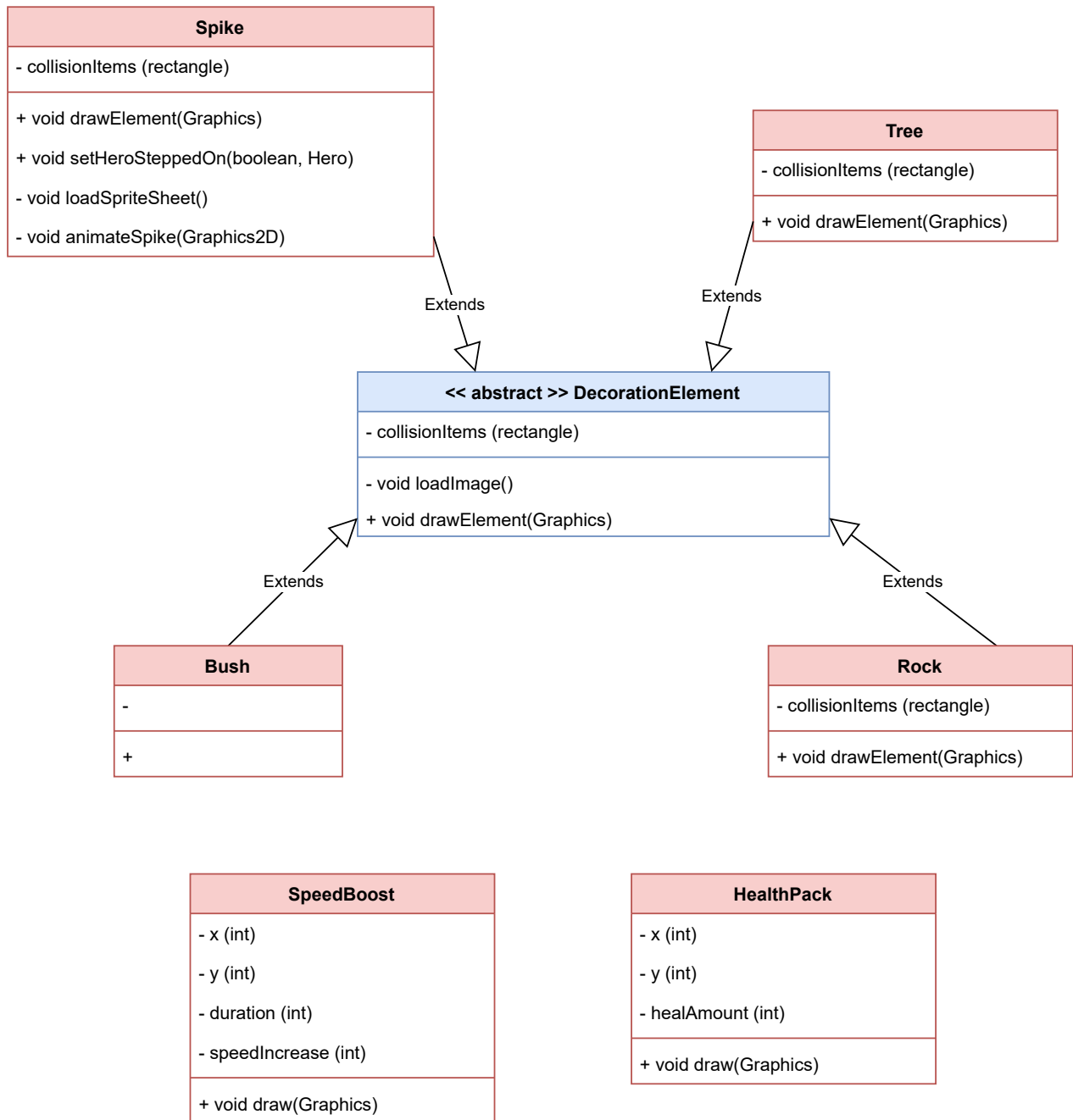
PLAYER



WEAPON



ITEM



MAIN

GameOverScreen
-
+ void saveScore() +string readScores() + list<int[]> loadScores() + void end(Graphics)

MenuPanel
-
- void startGame() # void paintComponent(Graphics)

Level
- rocks (ArrayList<Rock>) - monsters (ArrayList<Monster>) - trees (ArrayList<Tree>) - spikes (ArrayList<Spike>) - bigBoss (MonsterYouShouldRun) - bushes (ArrayList<Bush>)
- void addRandomDecorations(Hero, int) - void generateBaseDecorations() - void removeRandomDecoration() + point generateMonsterPosition() + boolean lvl up() + void generateRandomDecorations() + void generateRandomMonster() + void updateDecorations(Hero)

GamePanel
- gameSpeed (boolean)
+ void keyTyped(KeyEvent) + void gestionDamage(int) + void startGame() - Monster findClosestMonsterWithinRange(int) - void handleCollision(Hero, DecorationElement) - void nextLevel() - void delayBeforenextShot(int) + void actionPerformed(ActionEvent) + void keyReleased(KeyEvent) + void addMonster(Monster) + void keyPressed(KeyEvent) - void checkCollision() # void paintComponent(Graphics)

