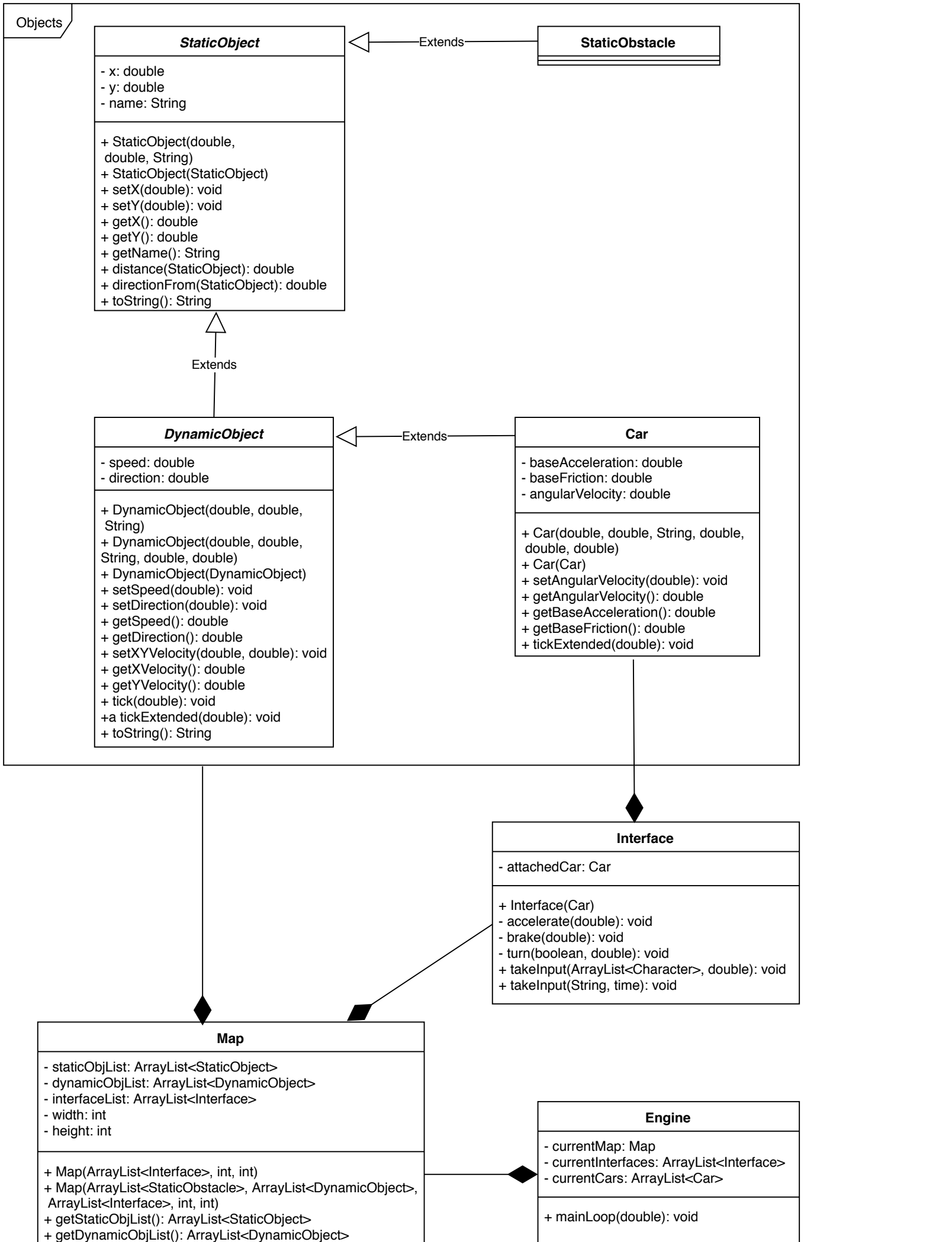
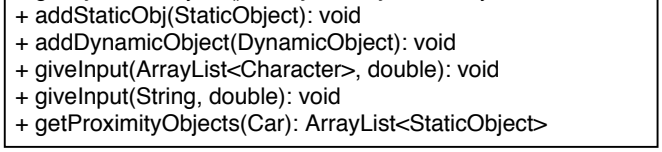

Objects
StaticObject
- x: double
- y: double
- name: String
+ StaticObject(double, double, String)
+ StaticObject(StaticObject)
+ setX(double): void
+ setY(double): void
+ getX(): double
+ getY(): double
+ getName(): String
+ distance(StaticObject): double
+ directionFrom(StaticObject): double
+ toString(): String
Extends
StaticObstacle
Extends
DynamicObject
- speed: double
- direction: double
+ DynamicObject(double, double, String)
+ DynamicObject(double, double, String, double, double)
+ DynamicObject(DynamicObject)
+ setSpeed(double): void
+ setDirection(double): void
+ getSpeed(): double
+ getDirection(): double
+ setXYVelocity(double, double): void
+ getXVelocity(): double
+ getYVelocity(): double
+ tick(double): void
+a tickExtended(double): void
+ toString(): String
Extends
Car
- baseAcceleration: double
- baseFriction: double
- angularVelocity: double
+ Car(double, double, String, double, double, double)
+ Car(Car)
+ setAngularVelocity(double): void
+ getAngularVelocity(): double
+ getBaseAcceleration(): double
+ getBaseFriction(): double
+ tickExtended(double): void
Interface
- attachedCar: Car
+ Interface(Car)
- accelerate(double): void
- brake(double): void
- turn(boolean, double): void
+ takeInput(ArrayList<Character>, double): void
+ takeInput(String, time): void
Map
- staticObjList: ArrayList<StaticObject>
- dynamicObjList: ArrayList<DynamicObject>
- interfaceList: ArrayList<Interface>
- width: int
- height: int
+ Map(ArrayList<Interface>, int, int)
+ Map(ArrayList<StaticObstacle>, ArrayList<DynamicObject>, ArrayList<Interface>, int, int)
+ getStaticObjList(): ArrayList<StaticObject>
+ getDynamicObjList(): ArrayList<DynamicObject>
Engine
- currentMap: Map
- currentInterfaces: ArrayList<Interface>
- currentCars: ArrayList<Car>
+ mainLoop(double): void


+ addStaticObj(StaticObject): void
+ addDynamicObject(DynamicObject): void
+ giveInput(ArrayList<Character>, double): void
+ giveInput(String, double): void
+ getProximityObjects(Car): ArrayList<StaticObject>