PROGRAMACION ORIENTADA A OBJETOS

PROPUESTA DE PROYECTO

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BOMBERMARIO

Mario Hernández Martínez

Manual de usuario

Class Bomb

```
java.lang.Object
```

```
      greenfoot.Actor
```

```
         Armas
```

```
            Bomb
```

```
public class Bombextends Armas
```

Write a description of class Bomb here.

Version:
   (a version number or a date)
Author:
   (your name)

Constructor Summary

Bomb(int r, int b, int c)

Method Summary

| void | **act**() |
| | Act - do whatever the Waffen wants to do. |

Methods inherited from class greenfoot.Actor

```
addedToWorld, getImage, getIntersectingObjects, getNeighbours,
getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject,
getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX,
getY, intersects, isAtEdge, isTouching, move, removeTouching,
setImage, setImage, setLocation, setRotation, turn, turnTowards
```

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll,
toString, wait, wait, wait
```

Constructor Detail

Bomb

```
public Bomb(int r,
            int b,
            int c)
```

Method Detail

act

```
public void act()
```
> **Description copied from class: Armas**
> Act - do whatever the Waffen wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.
> **Overrides:**
> act in class Armas

Class ExtraBombe

```
java.lang.Object
        greenfoot.Actor
            Objetos
                ExtraBombe
```

```
public class ExtraBombeextends Objetos
```
Write a description of class ExtraBombe here.
Version:
(a version number or a date)
Author:
(your name)

Constructor Summary

ExtraBombe()

Method Summary

void	**act**() Act - do whatever the ExtraBombe wants to do.

Methods inherited from class greenfoot.Actor

```
addedToWorld, getImage, getIntersectingObjects, getNeighbours,
getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject,
getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX,
getY, intersects, isAtEdge, isTouching, move, removeTouching,
setImage, setImage, setLocation, setRotation, turn, turnTowards
```

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll,
toString, wait, wait, wait
```

Constructor Detail

ExtraBombe
```
public ExtraBombe()
```

Method Detail

act
```
public void act()
```
Act - do whatever the ExtraBombe wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.
Overrides:
`act` in class `Objetos`

Class Fuerza

```
java.lang.Object

      greenfoot.Actor

          Objetos

              Fuerza
```

```
public class Fuerzaextends Objetos
```
Write a description of class Radius here.
Version:
(a version number or a date)
Author:
(your name)

Constructor Summary

Fuerza()	

Method Summary

void	**act**() Act - do whatever the Radius wants to do.

Methods inherited from class greenfoot.Actor

```
addedToWorld, getImage, getIntersectingObjects, getNeighbours,
getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject,
getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX,
```

```
getY, intersects, isAtEdge, isTouching, move, removeTouching,
setImage, setImage, setLocation, setRotation, turn, turnTowards
```

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll,
toString, wait, wait, wait
```

Constructor Detail

Fuerza
```
public Fuerza()
```

Method Detail

act
```
public void act()
```
Act - do whatever the Radius wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

Overrides:

`act` in class `Objetos`

Class Player1

```
java.lang.Object

       greenfoot.Actor

           Players

               Player1
```

```
public class Player1extends Players
```
Write a description of class Player1 here.

Version:

(a version number or a date)

Field Summary

int	**chaos**
int	**counter**

Constructor Summary

Player1(int world, int c, int b, int r, int s)

Method Summary

void	**act**() Act - do whatever the Players wants to do.
void	**blinken**()
void	**bombsPlus**()
boolean	**getblinken**()
void	**information1Game**()
void	**movementChaos**() sorgt für die Bewegung des Players.
void	**movementNormal**() sorgt für die Bewegung des Players.
void	**newBomb**() legt eine Bombe, sobald Leertaste (space) gedrückt wird und bombs größer null ist.
void	**upgrade**()
void	**verletzen**()

Methods inherited from class greenfoot.Actor

```
addedToWorld, getImage, getIntersectingObjects, getNeighbours,
getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject,
getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX,
getY, intersects, isAtEdge, isTouching, move, removeTouching,
setImage, setImage, setLocation, setRotation, turn, turnTowards
```

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll,
toString, wait, wait, wait
```

Field Detail

chaos
```
public int chaos
```

---

counter
```
public int counter
```

Constructor Detail

Player1
```
public Player1(int world,
               int c,
               int b,
               int r,
               int s)
```

Method Detail

act
```
public void act()
```
Description copied from class: Players

Act - do whatever the Players wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

Overrides:

act in class Players

---

blinken
```
public void blinken()
```

---

bombsPlus
```
public void bombsPlus()
```

---

getblinken
```
public boolean getblinken()
```

---

information1Game
```
public void information1Game()
```

---

movementChaos
```
public void movementChaos()
```
sorgt für die Bewegung des Players. Auch diagonal möglich, da wir uns in "Chaos" befinden. Flo

---

movementNormal
```
public void movementNormal()
```
sorgt für die Bewegung des Players.

---

newBomb
```
public void newBomb()
```
legt eine Bombe, sobald Leertaste (space) gedrückt wird und bombs größer null ist.

---

upgrade
```
public void upgrade()
```

---

verletzen
```
public void verletzen()
```

Class Fragil

```
java.lang.Object

        greenfoot.Actor

            Bloque

                DestruidoB

                    Fragil
```

public class **Fragil** extends DestruidoB

Write a description of class wood here.

Version:

(a version number or a date)

Author:

(your name)

Constructor Summary

Fragil()

Method Summary

void	**act**()
	Habe jetzt mal Holz als zerstörbares Objekt hinzugefügt.

Methods inherited from class greenfoot.Actor

addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Fragil

public **Fragil**()

Method Detail

act

public void **act**()

Habe jetzt mal Holz als zerstörbares Objekt hinzugefügt. Finde es iwie schöner als Gras zu verwenden Finde es iwie schöner als Gras zu verwenden.

Overrides:

act in class DestruidoB

Class Solido

```
java.lang.Object
        greenfoot.Actor
            Bloque
                Construido
                    Solido
```

public class **Solido**extends Construido

Write a description of class Stein here.

Version:

(a version number or a date)

Author:

(your name)

Constructor Summary

Solido()

Method Summary

void	**act**()
	Act - do whatever the Stein wants to do.

Methods inherited from class greenfoot.Actor

addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards

---

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

---

Constructor Detail

Solido

`public Solido()`

Method Detail

act

`public void act()`

Act - do whatever the Stein wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

Overrides:

`act` in class `Construido`

Class Explosion

`java.lang.Object`

      `greenfoot.Actor`

         `Efecto`

            `Explosion`

`public class Explosion extends Efecto`

Write a description of class Explosion here.

Version:

(a version number or a date)

Author:

(your name)

Constructor Summary

Explosion(int r, int c)

Method Summary

void	**act**() Act - do whatever the Effekte wants to do.
void	**radius**()

Methods inherited from class greenfoot.Actor

`addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards`

Constructor Detail

Explosion
```
public Explosion(int r,
                 int c)
```

Method Detail

act
```
public void act()
```
Description copied from class: Efecto

Act - do whatever the Effekte wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

Overrides:

act in class Efecto

---

radius
```
public void radius()
```

Class enemigo1
```
java.lang.Object
```
```
    greenfoot.Actor
```
```
      Enemigo
```
```
          enemigo1
```

```
public class enemigo1extends Enemigo
```
Write a description of class enemigo1 here.

Version:

(a version number or a date)

Author:

(your name)

Constructor Summary

enemigo1()

Method Summary

void	**act**()
void	**movementNormal**()
void	**selectDirection**()
void	**tocaJugador**()

Methods inherited from class greenfoot.Actor

```
addedToWorld, getImage, getIntersectingObjects, getNeighbours,
getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject,
getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX,
getY, intersects, isAtEdge, isTouching, move, removeTouching,
setImage, setImage, setLocation, setRotation, turn, turnTowards
```

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll,
toString, wait, wait, wait
```

Constructor Detail

enemigo1
```
public enemigo1()
```

Method Detail

act
```
public void act()
```
Overrides:
act in class Enemigo

---

movementNormal
```
public void movementNormal()
```

---

selectDirection
```
public void selectDirection()
```

---

tocaJugador
```
public void tocaJugador()
```

Class enemigo3

```
java.lang.Object
```

```
    greenfoot.Actor
```

Enemigo

enemigo3

---

public class **enemigo3**extends Enemigo

Write a description of class enemigo3 here.

Version:
(a version number or a date)
Author:
(your name)

Constructor Summary

enemigo3()	

Method Summary

void	**act**()
void	**movementNormal**()
void	**selectDirection**()
void	**tocaJugador**()

Methods inherited from class greenfoot.Actor

addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

enemigo3
public **enemigo3**()

Method Detail

act
public void **act**()
Overrides:
act in class `Enemigo`

---

movementNormal
public void **movementNormal**()

---

selectDirection
public void **selectDirection**()

---

tocaJugador
public void **tocaJugador**()

Class enemigo2

`java.lang.Object`

      `greenfoot.Actor`

         `Enemigo`

            enemigo2

---

public class **enemigo2**extends Enemigo
Write a description of class enemigo2 here.
Version:
(a version number or a date)
Author:
(your name)

Constructor Summary

enemigo2()

Method Summary

void	**act**()
void	**movementNormal**()
void	**selectDirection**()
void	**tocaJugador**()

Methods inherited from class greenfoot.Actor

```
addedToWorld, getImage, getIntersectingObjects, getNeighbours,
getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject,
getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX,
getY, intersects, isAtEdge, isTouching, move, removeTouching,
setImage, setImage, setLocation, setRotation, turn, turnTowards
```

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll,
toString, wait, wait, wait
```

Constructor Detail

enemigo2
```
public enemigo2()
```

Method Detail

act
```
public void act()
```
Overrides:
act in class Enemigo

---

movementNormal
```
public void movementNormal()
```

---

selectDirection
```
public void selectDirection()
```

---

tocaJugador
```
public void tocaJugador()
```

Class Game
```
java.lang.Object

      greenfoot.World

          Game
```

```
public class Game extends greenfoot.World
```

Constructor Summary

```
Game(int z, int[][] o, int V1, int V2, int c1, int c2, int pl1,
int pl2, int b1, int b2, int r1, int r2, int s1, int s2, int x1z,
int y1z, int x2z, int y2z)
```

Method Summary

void	**act**()
void	**addLife**(int player)
void	**anzeige**()
void	**changeObjects**(int x, int y, int n)
void	**enemigoMenos**()
Player1	**getPlayer**()
Player1	**getPlayer1**()
void	**reduceLife**(int player, int c, int howmuch)
void	**saveInformation1**(int x, int y, int b, int s, int r)
void	**saveObjects**(int[][] o)

Methods inherited from class greenfoot.World

addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Game
```
public Game(int z,
            int[][] o,
            int V1,
            int V2,
            int c1,
            int c2,
            int pl1,
            int pl2,
            int b1,
            int b2,
            int r1,
            int r2,
```

```
              int s1,
              int s2,
              int x1z,
              int y1z,
              int x2z,
              int y2z)
```

Method Detail

act
```
public void act()
```
Overrides:
act in class greenfoot.World

---

addLife
```
public void addLife(int player)
```

---

anzeige
```
public void anzeige()
```

---

changeObjects
```
public void changeObjects(int x,
                          int y,
                          int n)
```

---

enemigoMenos
```
public void enemigoMenos()
```

---

getPlayer
```
public Player1 getPlayer()
```

---

getPlayer1
```
public Player1 getPlayer1()
```

---

reduceLife
```
public void reduceLife(int player,
                       int c,
                       int howmuch)
```

---

saveInformation1
```
public void saveInformation1(int x,
                             int y,
                             int b,
                             int s,
                             int r)
```

---

saveObjects
```
public void saveObjects(int[][] o)
```

Class Info

```
java.lang.Object
```

```
    greenfoot.World
```

```
        Info
```

`public class Info`extends `greenfoot.World`
Write a description of class Info here.
Version:
(a version number or a date)
Author:
(your name)

Constructor Summary

Info()
    Constructor for objects of class Info.

Method Summary

`void`	**prepare**()

Methods inherited from class greenfoot.World

`act, addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped`

Methods inherited from class java.lang.Object

`clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Constructor Detail

Info
`public Info()`
Constructor for objects of class Info.

Method Detail

prepare
`public void prepare()`