**Class Help**

java.lang.Object

greenfoot.World

**Help**

public class **Help**extends greenfoot.World

Write a description of class Help here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Help**](about:blankHelp.html#Help())()           Constructor for objects of class Help. |  |

|  |
| --- |
| **Method Summary** |

|  |
| --- |
| **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** |

**Help**

public **Help**()

Constructor for objects of class Help.

**Class end**

java.lang.Object

greenfoot.World

**end**

public class **end**extends greenfoot.World

Write a description of class end here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**end**](about:blankend.html#end())()           Constructor for objects of class End. |  |

|  |
| --- |
| **Method Summary** |

|  |
| --- |
| **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** |

**end**

public **end**()

Constructor for objects of class End.

**Class Menu**

java.lang.Object

greenfoot.World

**Menu**

public class **Menu**extends greenfoot.World

Write a description of class Menu here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Menu**](about:blankMenu.html#Menu())()           Constructor for objects of class Menu. |  |

|  |
| --- |
| **Method Summary** |

|  |
| --- |
| **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** |

**Menu**

public **Menu**()

Constructor for objects of class Menu.

**Class Final**

java.lang.Object

greenfoot.World

**Final**

public class **Final**extends greenfoot.World

Write a description of class Final here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Final**](about:blankFinal.html#Final())()           Constructor for objects of class Final. |  |

|  |
| --- |
| **Method Summary** |

|  |
| --- |
| **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** |

**Final**

public **Final**()

Constructor for objects of class Final.

**Class MyWorld**

java.lang.Object

greenfoot.World

**MyWorld**

public class **MyWorld**extends greenfoot.World

Write a description of class MyWorld here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Field Summary** | |
| Counter | [**puntosI**](about:blankMyWorld.html#puntosI) |
| Counter | [**timerDisplay**](about:blankMyWorld.html#timerDisplay) |
| Counter | [**timerItem**](about:blankMyWorld.html#timerItem) |
| boolean | [**which**](about:blankMyWorld.html#which) |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**MyWorld**](about:blankMyWorld.html#MyWorld())()           Constructor for objects of class MyWorld. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankMyWorld.html#act())() |
| void | [**addScoreM**](about:blankMyWorld.html#addScoreM(int))(int puntos) |
| void | [**checkTimer**](about:blankMyWorld.html#checkTimer())() |
| int | [**getPuntaje**](about:blankMyWorld.html#getPuntaje())() |
| void | [**prepareE**](about:blankMyWorld.html#prepareE())() |
| void | [**prepareEnemies**](about:blankMyWorld.html#prepareEnemies(boolean))(boolean which) |
| void | [**prepareL**](about:blankMyWorld.html#prepareL())() |
| void | [**prepareP**](about:blankMyWorld.html#prepareP())() |
| void | [**timerIni**](about:blankMyWorld.html#timerIni())() |

|  |
| --- |
| **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 |

|  |
| --- |
| **Field Detail** |

**puntosI**

public Counter **puntosI**

**timerDisplay**

public Counter **timerDisplay**

**timerItem**

public Counter **timerItem**

**which**

public boolean **which**

|  |
| --- |
| **Constructor Detail** |

**MyWorld**

public **MyWorld**()

Constructor for objects of class MyWorld.

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

**Overrides:**

act in class greenfoot.World

**addScoreM**

public void **addScoreM**(int puntos)

**checkTimer**

public void **checkTimer**()

**getPuntaje**

public int **getPuntaje**()

**prepareE**

public void **prepareE**()

**prepareEnemies**

public void **prepareEnemies**(boolean which)

**prepareL**

public void **prepareL**()

**prepareP**

public void **prepareP**()

**timerIni**

public void **timerIni**()

**Class Level1**

java.lang.Object

greenfoot.World

MyWorld

**Level1**

public class **Level1**extends MyWorld

Write a description of class Level1 here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class MyWorld** |
| puntosI, timerDisplay, timerItem, which |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Level1**](about:blankLevel1.html#Level1())()           Constructor for objects of class Level1. |  |

|  |
| --- |
| **Method Summary** |

|  |
| --- |
| **Methods inherited from class MyWorld** |
| act, addScoreM, checkTimer, getPuntaje, prepareE, prepareEnemies, prepareL, prepareP, timerIni |

|  |
| --- |
| **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** |

**Level1**

public **Level1**()

Constructor for objects of class Level1.

**Class Level2**

java.lang.Object

greenfoot.World

MyWorld

**Level2**

public class **Level2**extends MyWorld

Write a description of class Level2 here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class MyWorld** |
| puntosI, timerDisplay, timerItem, which |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Level2**](about:blankLevel2.html#Level2())()           Constructor for objects of class Level2. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankLevel2.html#act())() |
| void | [**enemyC**](about:blankLevel2.html#enemyC())() |

|  |
| --- |
| **Methods inherited from class MyWorld** |
| addScoreM, checkTimer, getPuntaje, prepareE, prepareEnemies, prepareL, prepareP, timerIni |

|  |
| --- |
| **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** |

**Level2**

public **Level2**()

Constructor for objects of class Level2.

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

**Overrides:**

act in class MyWorld

**enemyC**

public void **enemyC**()

**Class Level3**

java.lang.Object

greenfoot.World

MyWorld

**Level3**

public class **Level3**extends MyWorld

Write a description of class Level3 here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class MyWorld** |
| puntosI, timerDisplay, timerItem, which |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Level3**](about:blankLevel3.html#Level3())()           Constructor for objects of class Level3. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankLevel3.html#act())() |
| void | [**preparel3**](about:blankLevel3.html#preparel3())() |
| boolean | [**stillAlive**](about:blankLevel3.html#stillAlive())() |

|  |
| --- |
| **Methods inherited from class MyWorld** |
| addScoreM, checkTimer, getPuntaje, prepareE, prepareEnemies, prepareL, prepareP, timerIni |

|  |
| --- |
| **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** |

**Level3**

public **Level3**()

Constructor for objects of class Level3.

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

**Overrides:**

act in class MyWorld

**preparel3**

public void **preparel3**()

**stillAlive**

public boolean **stillAlive**()

**Class Balas**

java.lang.Object

greenfoot.Actor

**Balas**

public class **Balas**extends greenfoot.Actor

Write a description of class Balas here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Balas**](about:blankBalas.html#Balas())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankBalas.html#act())()           Act - do whatever the Balas wants to do. |
| void | [**balasoff**](about:blankBalas.html#balasoff())() |
| void | [**checkDirection**](about:blankBalas.html#checkDirection(int))(int flag) |
| void | [**collision**](about:blankBalas.html#collision())() |

|  |
| --- |
| **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** |

**Balas**

public **Balas**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**balasoff**

public void **balasoff**()

**checkDirection**

public void **checkDirection**(int flag)

**collision**

public void **collision**()

**Class Casa**

java.lang.Object

greenfoot.Actor

**Casa**

public class **Casa**extends greenfoot.Actor

Write a description of class casa here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Casa**](about:blankCasa.html#Casa())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankCasa.html#act())()           Act - do whatever the Mirror wants to do. |
| void | [**checkPlayer**](about:blankCasa.html#checkPlayer())() |
| void | [**setLevel**](about:blankCasa.html#setLevel(int))(int level) |

|  |
| --- |
| **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** |

**Casa**

public **Casa**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**checkPlayer**

public void **checkPlayer**()

**setLevel**

public void **setLevel**(int level)

**Class Enemy**

java.lang.Object

greenfoot.Actor

**Enemy**

public class **Enemy**extends greenfoot.Actor

Write a description of class Enemy here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Field Summary** | |
| SimpleTimer | [**timer**](about:blankEnemy.html#timer) |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Enemy**](about:blankEnemy.html#Enemy())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankEnemy.html#act())()           Act - do whatever the Enemy wants to do. |
| boolean | [**borde**](about:blankEnemy.html#borde(int))(int flag) |
| boolean | [**checkfire**](about:blankEnemy.html#checkfire())() |
| int | [**movecheck**](about:blankEnemy.html#movecheck(int))(int flag) |
| void | [**movedown**](about:blankEnemy.html#movedown())() |
| void | [**moveleft**](about:blankEnemy.html#moveleft())() |
| void | [**moveRandom**](about:blankEnemy.html#moveRandom(int))(int move) |
| void | [**moveright**](about:blankEnemy.html#moveright())() |
| void | [**moveup**](about:blankEnemy.html#moveup())() |
| void | [**restauraE**](about:blankEnemy.html#restauraE())() |

|  |
| --- |
| **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** |

**timer**

public SimpleTimer **timer**

|  |
| --- |
| **Constructor Detail** |

**Enemy**

public **Enemy**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**borde**

public boolean **borde**(int flag)

**checkfire**

public boolean **checkfire**()

**movecheck**

public int **movecheck**(int flag)

**movedown**

public void **movedown**()

**moveleft**

public void **moveleft**()

**moveRandom**

public void **moveRandom**(int move)

**moveright**

public void **moveright**()

**moveup**

public void **moveup**()

**restauraE**

public void **restauraE**()

**Class A**

java.lang.Object

greenfoot.Actor

Enemy

**A**

public class **A**extends Enemy

Write a description of class A here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Enemy** |
| timer |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**A**](about:blankA.html#A())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankA.html#act())()           Act - do whatever the A wants to do. |
| void | [**animationdown**](about:blankA.html#animationdown())() |
| void | [**animationleft**](about:blankA.html#animationleft())() |
| void | [**animationright**](about:blankA.html#animationright())() |
| void | [**animationup**](about:blankA.html#animationup())() |
| void | [**checkanimation**](about:blankA.html#checkanimation())() |
| void | [**enemyoff**](about:blankA.html#enemyoff())() |
| void | [**restaura**](about:blankA.html#restaura())() |

|  |
| --- |
| **Methods inherited from class Enemy** |
| borde, checkfire, movecheck, movedown, moveleft, moveRandom, moveright, moveup, restauraE |

|  |
| --- |
| **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** |

**A**

public **A**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

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

**Overrides:**

act in class Enemy

**animationdown**

public void **animationdown**()

**animationleft**

public void **animationleft**()

**animationright**

public void **animationright**()

**animationup**

public void **animationup**()

**checkanimation**

public void **checkanimation**()

**enemyoff**

public void **enemyoff**()

**restaura**

public void **restaura**()

**Class B**

java.lang.Object

greenfoot.Actor

Enemy

**B**

public class **B**extends Enemy

Write a description of class B here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Enemy** |
| timer |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**B**](about:blankB.html#B())()           Act - do whatever the B wants to do. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankB.html#act())()           Act - do whatever the Enemy wants to do. |
| void | [**animationdown**](about:blankB.html#animationdown())() |
| void | [**animationleft**](about:blankB.html#animationleft())() |
| void | [**animationright**](about:blankB.html#animationright())() |
| void | [**animationup**](about:blankB.html#animationup())() |
| void | [**checkanimation**](about:blankB.html#checkanimation())() |
| void | [**enemyoff**](about:blankB.html#enemyoff())() |
| void | [**restaura**](about:blankB.html#restaura())() |

|  |
| --- |
| **Methods inherited from class Enemy** |
| borde, checkfire, movecheck, movedown, moveleft, moveRandom, moveright, moveup, restauraE |

|  |
| --- |
| **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** |

**B**

public **B**()

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

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

**Description copied from class: Enemy**

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

**Overrides:**

act in class Enemy

**animationdown**

public void **animationdown**()

**animationleft**

public void **animationleft**()

**animationright**

public void **animationright**()

**animationup**

public void **animationup**()

**checkanimation**

public void **checkanimation**()

**enemyoff**

public void **enemyoff**()

**restaura**

public void **restaura**()

**Class Enemyfolloxer**

java.lang.Object

greenfoot.Actor

Enemy

**Enemyfolloxer**

public class **Enemyfolloxer**extends Enemy

Write a description of class Enemyfolloxer here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Enemy** |
| timer |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Enemyfolloxer**](about:blankEnemyfolloxer.html#Enemyfolloxer())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| boolean | [**checkfireCD**](about:blankEnemyfolloxer.html#checkfireCD())() |
| int | [**follow**](about:blankEnemyfolloxer.html#follow())()           Act - do whatever the Enemyfolloxer wants to do. |
| Player | [**lookingAt**](about:blankEnemyfolloxer.html#lookingAt())() |
| boolean | [**setMove**](about:blankEnemyfolloxer.html#setMove())() |
| void | [**setUbicacion**](about:blankEnemyfolloxer.html#setUbicacion())() |
| void | [**timerDir**](about:blankEnemyfolloxer.html#timerDir())() |

|  |
| --- |
| **Methods inherited from class Enemy** |
| act, borde, checkfire, movecheck, movedown, moveleft, moveRandom, moveright, moveup, restauraE |

|  |
| --- |
| **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** |

**Enemyfolloxer**

public **Enemyfolloxer**()

|  |
| --- |
| **Method Detail** |

**checkfireCD**

public boolean **checkfireCD**()

**follow**

public int **follow**()

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

**lookingAt**

public Player **lookingAt**()

**setMove**

public boolean **setMove**()

**setUbicacion**

public void **setUbicacion**()

**timerDir**

public void **timerDir**()

**Class C**

java.lang.Object

greenfoot.Actor

Enemy

Enemyfolloxer

**C**

public class **C**extends Enemyfolloxer

Write a description of class C here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Enemy** |
| timer |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**C**](about:blankC.html#C())()           Act - do whatever the C wants to do. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankC.html#act())()           Act - do whatever the Enemy wants to do. |
| void | [**animationdown**](about:blankC.html#animationdown())() |
| void | [**animationleft**](about:blankC.html#animationleft())() |
| void | [**animationright**](about:blankC.html#animationright())() |
| void | [**animationup**](about:blankC.html#animationup())() |
| void | [**checkanimation**](about:blankC.html#checkanimation())() |
| void | [**lessLife**](about:blankC.html#lessLife())() |

|  |
| --- |
| **Methods inherited from class Enemyfolloxer** |
| checkfireCD, follow, lookingAt, setMove, setUbicacion, timerDir |

|  |
| --- |
| **Methods inherited from class Enemy** |
| borde, checkfire, movecheck, movedown, moveleft, moveRandom, moveright, moveup, restauraE |

|  |
| --- |
| **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** |

**C**

public **C**()

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

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

**Description copied from class: Enemy**

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

**Overrides:**

act in class Enemy

**animationdown**

public void **animationdown**()

**animationleft**

public void **animationleft**()

**animationright**

public void **animationright**()

**animationup**

public void **animationup**()

**checkanimation**

public void **checkanimation**()

**lessLife**

public void **lessLife**()

**Class D**

java.lang.Object

greenfoot.Actor

Enemy

Enemyfolloxer

**D**

public class **D**extends Enemyfolloxer

Write a description of class C here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Enemy** |
| timer |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**D**](about:blankD.html#D())()           Act - do whatever the C wants to do. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankD.html#act())()           Act - do whatever the Enemy wants to do. |
| void | [**animationdown**](about:blankD.html#animationdown())() |
| void | [**animationleft**](about:blankD.html#animationleft())() |
| void | [**animationright**](about:blankD.html#animationright())() |
| void | [**animationup**](about:blankD.html#animationup())() |
| void | [**bulletD**](about:blankD.html#bulletD())() |
| void | [**checkanimation**](about:blankD.html#checkanimation())() |
| void | [**lessLife**](about:blankD.html#lessLife())() |

|  |
| --- |
| **Methods inherited from class Enemyfolloxer** |
| checkfireCD, follow, lookingAt, setMove, setUbicacion, timerDir |

|  |
| --- |
| **Methods inherited from class Enemy** |
| borde, checkfire, movecheck, movedown, moveleft, moveRandom, moveright, moveup, restauraE |

|  |
| --- |
| **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 |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**D**

public **D**()

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

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

**Description copied from class: Enemy**

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

**Overrides:**

act in class Enemy

**animationdown**

public void **animationdown**()

**animationleft**

public void **animationleft**()

**animationright**

public void **animationright**()

**animationup**

public void **animationup**()

**bulletD**

public void **bulletD**()

**checkanimation**

public void **checkanimation**()

**lessLife**

public void **lessLife**()

**Class Items**

java.lang.Object

greenfoot.Actor

**Items**

public class **Items**extends greenfoot.Actor

Write a description of class Items here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Field Summary** | |
| int | [**puntos**](about:blankItems.html#puntos) |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Items**](about:blankItems.html#Items())()           Act - do whatever the Items wants to do. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankItems.html#act())() |
| void | [**addScorei**](about:blankItems.html#addScorei())() |
| void | [**checkItems**](about:blankItems.html#checkItems())() |
| void | [**remuveItem**](about:blankItems.html#remuveItem())() |

|  |
| --- |
| **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** |

**puntos**

public int **puntos**

|  |
| --- |
| **Constructor Detail** |

**Items**

public **Items**()

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

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| --- |
| **Method Detail** |

**act**

public void **act**()

**Overrides:**

act in class greenfoot.Actor

**addScorei**

public void **addScorei**()

**checkItems**

public void **checkItems**()

**remuveItem**

public void **remuveItem**()

**Class Pez**

java.lang.Object

greenfoot.Actor

Items

**Pez**

public class **Pez**extends Items

Write a description of class Esmalte here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Items** |
| puntos |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Pez**](about:blankPez.html#Pez())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankPez.html#act())()           Act - do whatever the Esmalte wants to do. |

|  |
| --- |
| **Methods inherited from class Items** |
| addScorei, checkItems, remuveItem |

|  |
| --- |
| **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** |

**Pez**

public **Pez**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

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

**Overrides:**

act in class Items

**Class Estambre**

java.lang.Object

greenfoot.Actor

Items

**Estambre**

public class **Estambre**extends Items

Write a description of class Lip here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Items** |
| puntos |

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| --- | --- |
| **Constructor Summary** | |
| [**Estambre**](about:blankEstambre.html#Estambre())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankEstambre.html#act())()           Act - do whatever the Lip wants to do. |

|  |
| --- |
| **Methods inherited from class Items** |
| addScorei, checkItems, remuveItem |

|  |
| --- |
| **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** |

**Estambre**

public **Estambre**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

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

**Overrides:**

act in class Items

**Class Croqueta**

java.lang.Object

greenfoot.Actor

Items

**Croqueta**

public class **Croqueta**extends Items

Write a description of class Paleta here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Items** |
| puntos |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Croqueta**](about:blankCroqueta.html#Croqueta())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankCroqueta.html#act())()           Act - do whatever the Paleta wants to do. |

|  |
| --- |
| **Methods inherited from class Items** |
| addScorei, checkItems, remuveItem |

|  |
| --- |
| **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** |

**Croqueta**

public **Croqueta**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

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

**Overrides:**

act in class Items

**Class Player**

java.lang.Object

greenfoot.Actor

**Player**

public class **Player**extends greenfoot.Actor

Write a description of class Player here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Field Summary** | |
| Counter | [**bullet**](about:blankPlayer.html#bullet) |
| Counter | [**lives**](about:blankPlayer.html#lives) |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Player**](about:blankPlayer.html#Player(greenfoot.World))(greenfoot.World world) |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankPlayer.html#act())()           Act - do whatever the Player wants to do. |
| void | [**addScore**](about:blankPlayer.html#addScore(int))(int puntos) |
| void | [**addVidas**](about:blankPlayer.html#addVidas())() |
| void | [**aniDown**](about:blankPlayer.html#aniDown())() |
| void | [**aniLeft**](about:blankPlayer.html#aniLeft())() |
| void | [**aniRight**](about:blankPlayer.html#aniRight())() |
| void | [**aniUp**](about:blankPlayer.html#aniUp())() |
| void | [**Bonus**](about:blankPlayer.html#Bonus())() |
| void | [**checkVida**](about:blankPlayer.html#checkVida())() |
| void | [**fire**](about:blankPlayer.html#fire(int))(int flag) |
| int | [**leerTeclado**](about:blankPlayer.html#leerTeclado())() |
| void | [**movecheck**](about:blankPlayer.html#movecheck(int))(int flagM) |
| void | [**movedown**](about:blankPlayer.html#movedown())() |
| void | [**moveleft**](about:blankPlayer.html#moveleft())() |
| void | [**moveright**](about:blankPlayer.html#moveright())() |
| void | [**moveup**](about:blankPlayer.html#moveup())() |
| void | [**setVidas**](about:blankPlayer.html#setVidas())() |

|  |
| --- |
| **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** |

**bullet**

public Counter **bullet**

**lives**

public Counter **lives**

|  |
| --- |
| **Constructor Detail** |

**Player**

public **Player**(greenfoot.World world)

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**addScore**

public void **addScore**(int puntos)

**addVidas**

public void **addVidas**()

**aniDown**

public void **aniDown**()

**aniLeft**

public void **aniLeft**()

**aniRight**

public void **aniRight**()

**aniUp**

public void **aniUp**()

**Bonus**

public void **Bonus**()

**checkVida**

public void **checkVida**()

**fire**

public void **fire**(int flag)

**leerTeclado**

public int **leerTeclado**()

**movecheck**

public void **movecheck**(int flagM)

**movedown**

public void **movedown**()

**moveleft**

public void **moveleft**()

**moveright**

public void **moveright**()

**moveup**

public void **moveup**()

**setVidas**

public void **setVidas**()

**Class smartbom**

java.lang.Object

greenfoot.Actor

**smartbom**

public class **smartbom**extends greenfoot.Actor

Write a description of class smartbom here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**smartbom**](about:blanksmartbom.html#smartbom())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blanksmartbom.html#act())()           Act - do whatever the smartbom wants to do. |
| void | [**collision**](about:blanksmartbom.html#collision())() |
| double | [**distance**](about:blanksmartbom.html#distance(greenfoot.Actor))(greenfoot.Actor a) |
| void | [**masCercano**](about:blanksmartbom.html#masCercano())() |

|  |
| --- |
| **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** |

**smartbom**

public **smartbom**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**collision**

public void **collision**()

**distance**

public double **distance**(greenfoot.Actor a)

**masCercano**

public void **masCercano**()

**Class Vida**

java.lang.Object

greenfoot.Actor

**Vida**

public class **Vida**extends greenfoot.Actor

Write a description of class Vida here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Vida**](about:blankVida.html#Vida())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankVida.html#act())()           Act - do whatever the Vida wants to do. |
| void | [**setEmpty**](about:blankVida.html#setEmpty())() |
| void | [**setHalf**](about:blankVida.html#setHalf())() |

|  |
| --- |
| **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** |

**Vida**

public **Vida**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**setEmpty**

public void **setEmpty**()

**setHalf**

public void **setHalf**()