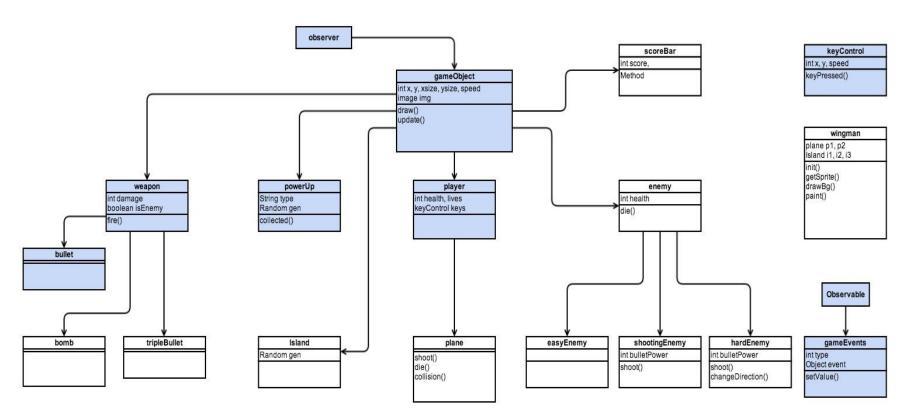
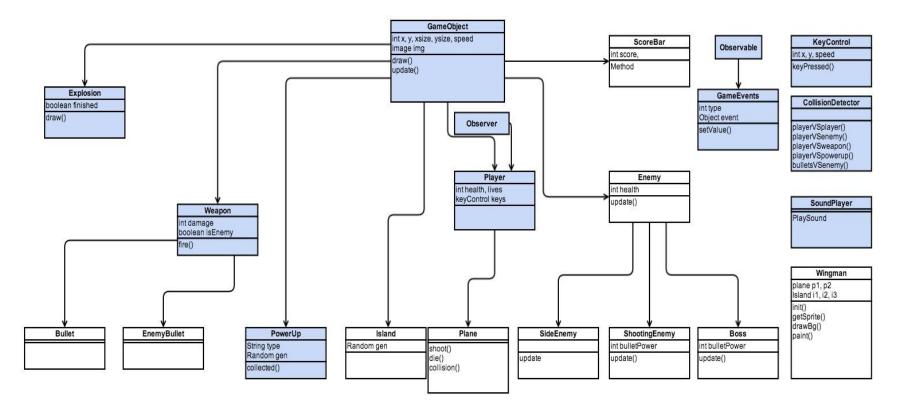
CSC413 Games

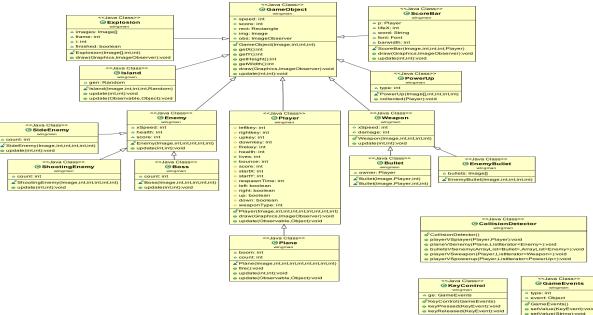
Dylan King

Wingman Design (original)



Wingman Design (updated)





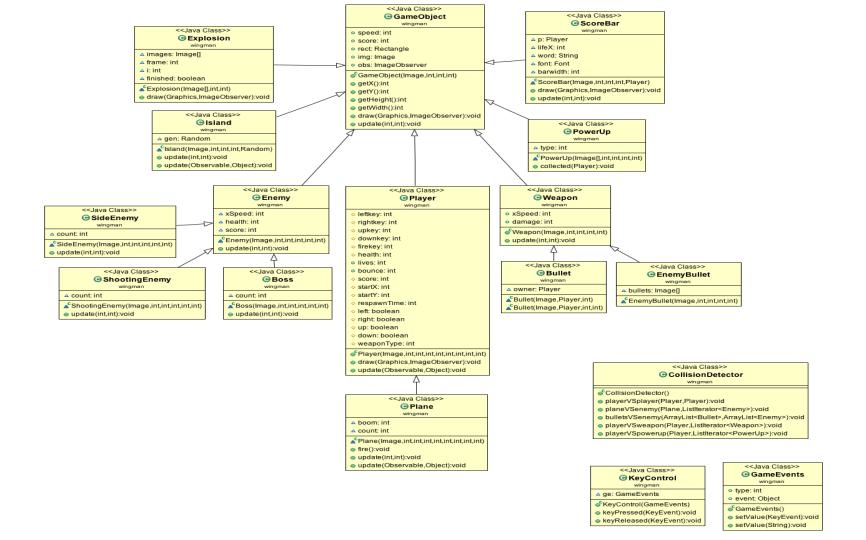
Wingman Design (complete)

Wingman thread: Thread faame: Wingman bimg: BufferedImage speed: int numBoss: int a gen: Random △ I1: Island A 13: Island o⁵p1: Plane ∆⁸p2: Plane A s2: ScoreBar △ e1: Enemy e2: Enemy o e3: Enemy 4 e4: Enemy gameEvents: GameEvents ameOver: boolean observer: ImageObserve a playerBullets: ArrayList<Bullet> enemyBullets: ArrayList<Weapon> enemies: ArrayList<Enemy> explosions: ArrayList<Explosion> powerList: ArrayList<PowerUp> opowerlt: Listiterator<PowerUp> explt: ListIterator<Explosion> enemylt: ListIteratorsEnemys △ bulletit: Listiterator<Bullet> weaponit: Listiterator<Weapon> □ nextEnemy: Enemy nextBullet: Weapon nextPower: PowerUp framecount: int a powercount: int △ font: Font a myPlane: Image myPlane2: Image o island1: Image island2: Image island3: Image enemy: Image bulletima: Image greenEnemy: Image yellowEnemy: Image whiteEnemy: Image upEnemy: Image end: Image △ life: Image a life2: Image sideEnemy: Image hullet Image Bullet: Image rBullet: Image sea: Image a boss: Image enBullet: Image power1: Image a power2: Image ex1 2: Image △ ex1 3: Image ex1_4: Image △ ex1_5: Image A ex1 6: Image ex2_1: Image ex2_2: Image △ ex2 3: Image ex2_4: Image △ ex2_5: Image A ex2 6: Image ex2_7: Image △ ex3 2: Image ex3 3: Image △ ex3_5: Image A ex3 6: Image ex3_7: Image △ bulletimages: Image[]

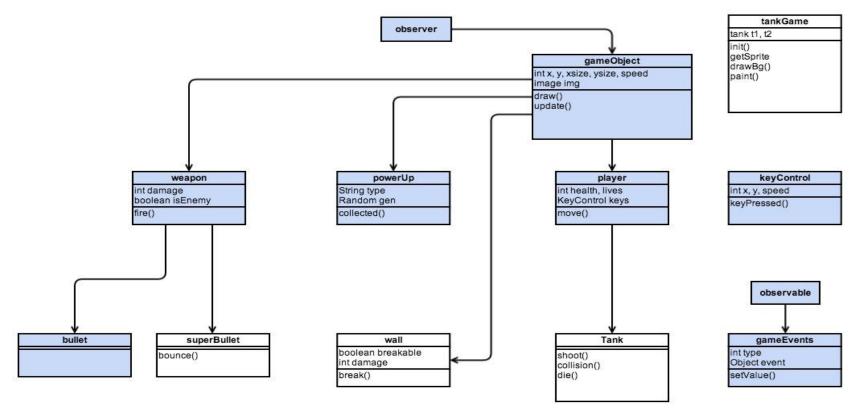
drawBackGroundWithTileImage(int,int,Graphics2D);void

odrawDemo(int,int,Graphics2D):void createGraphics2D(int,int):Graphics2D paint(Graphics):void start():void crun():void crun():void crun():void initComponents():void

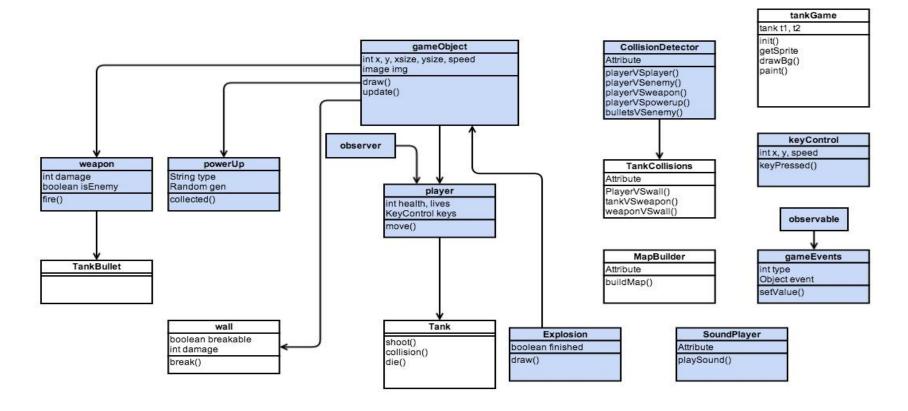
explosion1: Image||
 explosion2: Image||
 explosion3: Image||
 e

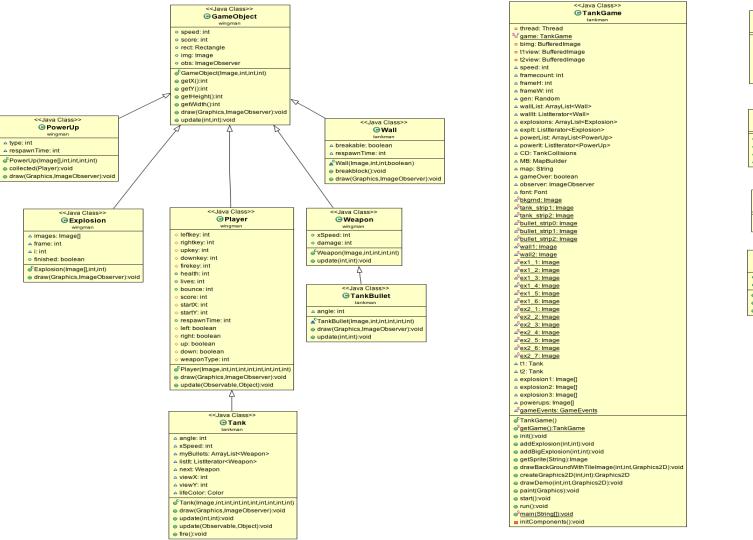


TankGame Design (original)



TankGame Design (updated)





CollisionDetector playerVSplayer(Player,Player):void planeVSenemy(Plane,ListIterator<Enemy>):void bulletsVSenemy(ArrayList<Bullet>,ArrayList<Enemy>):void playerVSweapon(Player,ListIterator<Weapon>):void playerVSpowerup(Player,ListIterator<PowerUp>):void √TankCollisions() playerVSwall(Player,ListIterator<Wall>):void tankVSweapon(Tank,ListIterator<Weapon>):void weaponVSwall(ListIterator<Weapon>,ListIterator<Wall>):void <<Java Class>> MapBuilder «MapBuilder() buildMap(ArrayList<Wall>,String):void <<Java Class>> GameEvents wingman type: int event: Object setValue(KeyEvent):void setValue(String):void

<<Java Class>>

<<Java Class>>

TankCollisions

<<Java Class>>

SoundPlayer

playSound(String,boolean):void

SoundPlayer()

<<Java Class>>

• KeyControl

wingman

√KeyControl(GameEvents)

keyPressed(KeyEvent):void

keyReleased(KeyEvent):void

△ ge: GameEvents