ANGRY BIRDS UML DIAGRAM 2

RedBird
- position: Vector2
- velocity: Vector2
- bird: Texture

+ RedBird(int,int)
+ getPosition(): Vector2
+ getVelocity(): Vector2
+ getTexture(): Texture

YellowBird
- position: Vector2
- velocity: Vector2
- bird: Texture

+ YellowBird(int,int)
+ getPosition(): Vector2
+ getVelocity(): Vector2
+ getTexture(): Texture

BlueBird
- position: Vector2
- velocity: Vector2
- bird: Texture

+ BlueBird(int,int)
+ getPosition(): Vector2
+ getVelocity(): Vector2
+ getTexture(): Texture

BlackBird
- position: Vector2
- velocity: Vector2
- bird: Texture

+ BlackBird(int,int)
+ getPosition(): Vector2
+ getVelocity(): Vector2
+ getTexture(): Texture

Main
+ Main()
+ width: int
+ height: int
+ title: String
+ currentLevel: int
+ batch: SpriteBatch

+ render(): void
+ dispose(): void
+ create(): void

MinionPig
+ MinionPig(int,int)
- smallpig: Texture
- position: Vector2

+ getPosition(): Vector2
+ getTexture(): Texture

MediumPig
+ MediumPig(int,int)
- midpig: Texture
- position: Vector2

+ getPosition(): Vector2
+ getTexture(): Texture

KingPig
+ KingPig(int,int)
- position: Vector2
- kingpig: Texture

+ getTexture(): Texture
+ getPosition(): Vector2

WoodenBlock
+ WoodenBlock(int,int)
- texture: Texture
- position: Vector2

+ getPosition(): Vector2
+ getTexture(): Texture

Catapult
+ Catapult(int, int ,int)
+ Catapult(int, int)
- catapult: Texture
- base: Texture
- catapultPos: Vector2
- basePos: Vector2

+ getCatapultPos(): Vector2
+ getCatapultTexture(): Texture
+ getBaseTexture(): Texture
+ getBasePos(): Vector2

Level2
+ Level2(Main, String)
+ s3: SquareWblock
+ s2: SquareWblock
+ s4: SquareWblock

+ ConstructBirds(): void
+ ConstructBlocks(): void
+ ConstructCatapult(): void
+ ConstructPigs(): void
+ renderBlocks(): void
+ disposeBlocks(): void

VWblock
+ VWblock(int,int)

CircleWblock
+ CircleWblock(int,int)

HWblock
+ HWblock(int,int)

SquareWblock
+ SquareWblock(int,int)

TriWblock
+ TriWblock(int,int)

TriangleWblock
+ TriangleWblock(int,int)

RectWblock
+ RectWblock(int,int)

Level1
+ Level1(Main, String)
+ bluebird: BlueBird
+ v2: VWblock
+ s1: SquareWBlock
+ v4: VGblock
+ kp1: KingPig
+ game: Main
- pauseicon: Texture
+ blackbird: BlackBird
+ v3: VGblock
+ h1: HWblock
+ sp2: MinionPig
- pauseButton: ImageButton
+ slingshot: Catapult
- wonicon: Texture
+ h2: HGblock
+ leveltitle: Texture
+ mp1: MediumPig
+ v1: VWblock
- background: Texture
- stage: Stage
+ yellowbird: YellowBird
+ sp1: MinionPig
+ redbird: RedBird
+ blockbase: Catapult
+ sp3: MinionPig
+ base: Catapult
- wonButton: ImageButton

+ ConstructPigs(): void
+ renderBlocks(): void
+ resize(int,int): void
+ disposePigs(): void
+ pause(): void
+ render(float): void
+ renderPigs(): void
+ ConstructBlocks(): void
+ show(): void
+ disposeBlocks(): void
+ hide(): void
+ PauseButton(): void
+ resume(): void
+ ConstructCatapult(): void
+ WonButton(): void
+ dispose(): void
+ ConstructBirds(): void

Level3
+ Level3(Main, String)
- v1: VGblock
- h1: HGblock
- t2: RTriSblock
- s2: SquareGblock
- s3: SquareWblock
- kp2: KingPig
- mp2: MediumPig
- h2: HWblock
- v2: VGblock
- v3: VWblock
- s4: SquareWblock
- t1: TriSblock

+ disposeBlocks(): void
+ ConstructBirds(): void
+ renderPigs(): void
+ renderBlocks(): void
+ disposePigs(): void
+ ConstructBlocks(): void
+ ConstructCatapult(): void
+ ConstructPigs(): void

Level4
+ Level4(Main, String)

+ ConstructBirds(): void
+ ConstructBlocks(): void
+ ConstructCatapult(): void
+ ConstructPigs(): void

WinScreen
+ WinScreen(Main)
- game: Main
- stage: Stage
- background: Texture

- ReplayLevel(): void
- Replaylogic(): void
+ hide(): void
+ resize(int,int): void
+ pause(): void
- NextLevel(): void
- Nextlogic(): void
+ resume(): void
+ show(): void
- Menuoption(): void
+ dispose(): void
+ render(float): void

Level5
+ Level5(Main, String)

+ ConstructBirds(): void
+ ConstructBlocks(): void
+ ConstructCatapult(): void
+ ConstructPigs(): void

GlassBlock
+ GlassBlock(int,int)
- texture: Texture
- position: Vector2

+ getPosition(): Vector2
+ getTexture(): Texture

HGblock
- HGblock(int,int)

TriangleGblock
+ TriangleGblock(int,int)

SquareGblock
+ SquareGblock(int,int)

TriGblock
+ TriGblock(int,int)

CircleGblock
+ CircleGblock(int,int)

RectangleGblock
+ RectangleGblock(int,int)

VGblock
+ VGblock(int,int)

IntroScreen
+ IntroScreen(Main)
- game: Main
- StartImage: Texture

+ hide(): void
+ resize(int,int): void
+ pause(): void
+ resume(): void
+ show(): void
+ dispose(): void
+ render(float): void

SteelBlock
+ SteelBlock(int,int)
- texture: Texture
- position: Vector2

+ getPosition(): Vector2
+ getTexture(): Texture

SelectLevel
+ SelectLevel(Main)
- background: Texture
- stage: Stage
- game: Main
- text: Texture
- levelskin: Skin
- levelFont: BitmapFont

+ hide(): void
+ resize(int,int): void
- LevelButtons(): void
+ pause(): void
+ resume(): void
+ show(): void
+ dispose(): void
+ render(float): void

AllLeveldone
+ AllLeveldone(Main)
- game: Main
- stage: Stage
- background: Texture

+ hide(): void
+ resize(int,int): void
- exit(): void
+ pause(): void
+ resume(): void
+ show(): void
+ dispose(): void
+ render(float): void

HSblock
- HSblock(int,int)

TriangleSblock
+ TriangleSblock(int,int)

SquareSblock
+ SquareSblock(int,int)

TriSblock
+ TriSblock(int,int)

CircleSblock
+ CircleSblock(int,int)

RTriSblock
+ RTriSblock(int,int)

RectangleSblock
+ RectangleSblock(int,int)

VSblock
+ VSblock(int,int)

MenuScreen
+ MenuScreen(Main)
- background: Texture
- stage: Stage
- game: Main
- skin: Skin
- font: BitmapFont

+ hide(): void
+ resize(int,int): void
- StartExitButtons(): void
+ pause(): void
+ resume(): void
+ show(): void
+ dispose(): void
+ render(float): void
+ show(): void

PauseScreen
+ PauseScreen(Main)
- font: BitmapFont
- background: Texture
- stage: Stage
- game: Main
- skin: Skin

+ resume(): void
+ dispose(): void
+ render(float): void
+ resize(int,int): void
- PauseScreenButtons(): void
+ pause(): void
+ hide(): void
+ show(): void

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