





ActionKind
ACTIVITY ANIMATION

Functions

```

-COLOR_MASK: int                <<static>>
-KEYED_IMAGE_MIN: int           <<static>>
-KEYED_RED_IDX: int             <<static>>
-KEYED_GREEN_IDX: int           <<static>>
-KEYED_BLUE_IDX: int            <<static>>

-PROPERTY_KEY: int              <<static>>

+SAPLING_KEY: String            <<static>>
-SAPLING_HEALTH_LIMIT: int      <<static>>
-SAPLING_ACTION_ANIMATION_PERIOD: int <<static>>
-SAPLING_NUM_PROPERTIES: int    <<static>>
-SAPLING_ID: String             <<static>>
-SAPLING_COL: int               <<static>>
-SAPLING_ROW: int               <<static>>
-SAPLING_HEALTH: int            <<static>>

-BGND_KEY: String               <<static>>
-BGND_NUM_PROPERTIES: int       <<static>>
-BGND_ID: int                   <<static>>
-BGND_COL: int                  <<static>>
-BGND_ROW: int                  <<static>>

-OBSTACLE_KEY: String           <<static>>
-OBSTACLE_NUM_PROPERTIES: int   <<static>>
-OBSTACLE_ID: int               <<static>>
-OBSTACLE_COL: int              <<static>>
-OBSTACLE_ROW: int              <<static>>
-OBSTACLE_ANIMATION_PERIOD: int <<static>>

-DUDE_KEY: String               <<static>>
-DUDE_NUM_PROPERTIES: int       <<static>>
-DUDE_ID: String                <<static>>
-DUDE_COL: int                  <<static>>
-DUDE_ROW: int                  <<static>>
-DUDE_LIMIT: int                <<static>>
-DUDE_ACTION_PERIOD: int        <<static>>
-DUDE_ANIMATION_PERIOD: int     <<static>>

-HOUSE_KEY: String              <<static>>
-HOUSE_NUM_PROPERTIES: int      <<static>>
-HOUSE_ID: String               <<static>>
-HOUSE_COL: int                 <<static>>
-HOUSE_ROW: int                 <<static>>

-FAIRY_KEY: String              <<static>>
-FAIRY_NUM_PROPERTIES: int      <<static>>
-FAIRY_ID: String               <<static>>
-FAIRY_COL: int                 <<static>>
-FAIRY_ROW: int                 <<static>>
-FAIRY_ANIMATION_PERIOD: int    <<static>>
-FAIRY_ACTION_PERIOD: int       <<static>>

+TREE_KEY: String               <<static>>
-TREE_NUM_PROPERTIES: int       <<static>>
-TREE_ID: String                <<static>>
-TREE_COL: int                  <<static>>
-TREE_ROW: int                  <<static>>
-TREE_ANIMATION_PERIOD: int     <<static>>
-TREE_ACTION_PERIOD: int        <<static>>
-TREE_HEALTH: int               <<static>>

+getNumFromRange: int           <<static>>
+loadImages()                   <<static>>
+processImageLine()             <<static>>
+getImages(): List<PImage>     <<static>>
+setAlpha()                     <<static>>
+load()                         <<static>>
+processLine(): boolean         <<static>>

```

+getEntity(): Entity

+executeAction()
+executeAnimationAction()
+executeActivityAction()


```
+processLine(): boolean      <<static>>
+parseBackground(): boolean  <<static>>
+parseSapling(): boolean     <<static>>
+parseDude(): boolean        <<static>>
+parseFairy(): boolean       <<static>>
+parseTree(): boolean        <<static>>
+parseObstacle(): boolean    <<static>>
+parseHouse(): boolean       <<static>>
+distanceSquared(): int      <<static>>

+clamp()                     <<static>>

+createAnimationAction(): Action <<static>>
+createActivityAction(): Action  <<static>>

+createHouse(): Entity         <<static>>
+createObstacle(): Entity      <<static>>
+createTree(): Entity          <<static>>
+createStump(): Entity         <<static>>
+createSapling(): Entity       <<static>>
+createFairy(): Entity         <<static>>
+createDudeNotFull(): Entity   <<static>>
+createDudeFull(): Entity      <<static>>
```


