

Team Catcus
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APCS2 pd04
HW#46 -- ...and Ever Upward
2017-05-31

Catari

- int numBalls
 - int lives
 - int score
 - int currHS
- boolean isDead()
- void resurrect()
- void hitBlock()
- boolean ifHitNorm()
- boolean ifHitMakeLarger()
 - void makeLarger()
- boolean ifHitMakeSmaller()
 - void makeSmaller()
- boolean ifHitCreateMoreBlock()
 - void createMore()
 - boolean moreThanOne()

Ball

- int rad
- float xpos, ypos
- float xspeed, yspeed
- int xdirection, ydirection
 - int state
- void shrink()
- void enlarge()
- void bounceBack()
- void die(Ball magicBall)

Block

- int hits
- color c
- int score
- int wid
- int state
- float x, y

- boolean hasCat()
- void die()
- void setHits(Block a, int b)
- void setColor(Block a, int b)
- void setScore(Block a, int b)

Platform

- int len
 - color c
 - float x, y
-
- void createPlatform(float x, float y)
 - void growLarger(float howMuchLarger)
 - void growSmaller(float howMuchSmaller)

Alien

- int score
- int speedx, speedy
 - color c
- float x, y
- void die()
- void move()

Bullet

- int wid, len
 - color c
- int speed
- void die()

But

- String but1Label, but2Label
- int but1X, but1Y, but2X, but2Y, but3X, but3Y
 - int butSize
- color but1Color, but2Color, but3Color, baseColor
- color but1Highlight, but2Highlight, but3Highlight
 - color currentColor
 - boolean but1Over
 - boolean but2Over
 - boolean but3Over
- void drawBut()
- void update()
- boolean overBut1(int x, int y, int width, int height)
- boolean overBut2(int x, int y, int width, int height)
- boolean overBut3(int x, int y, int width, int height)

UserPass

- int curScreen
- Player player
 - But but
- void userPassScreen()
- void gameSelectScreen()