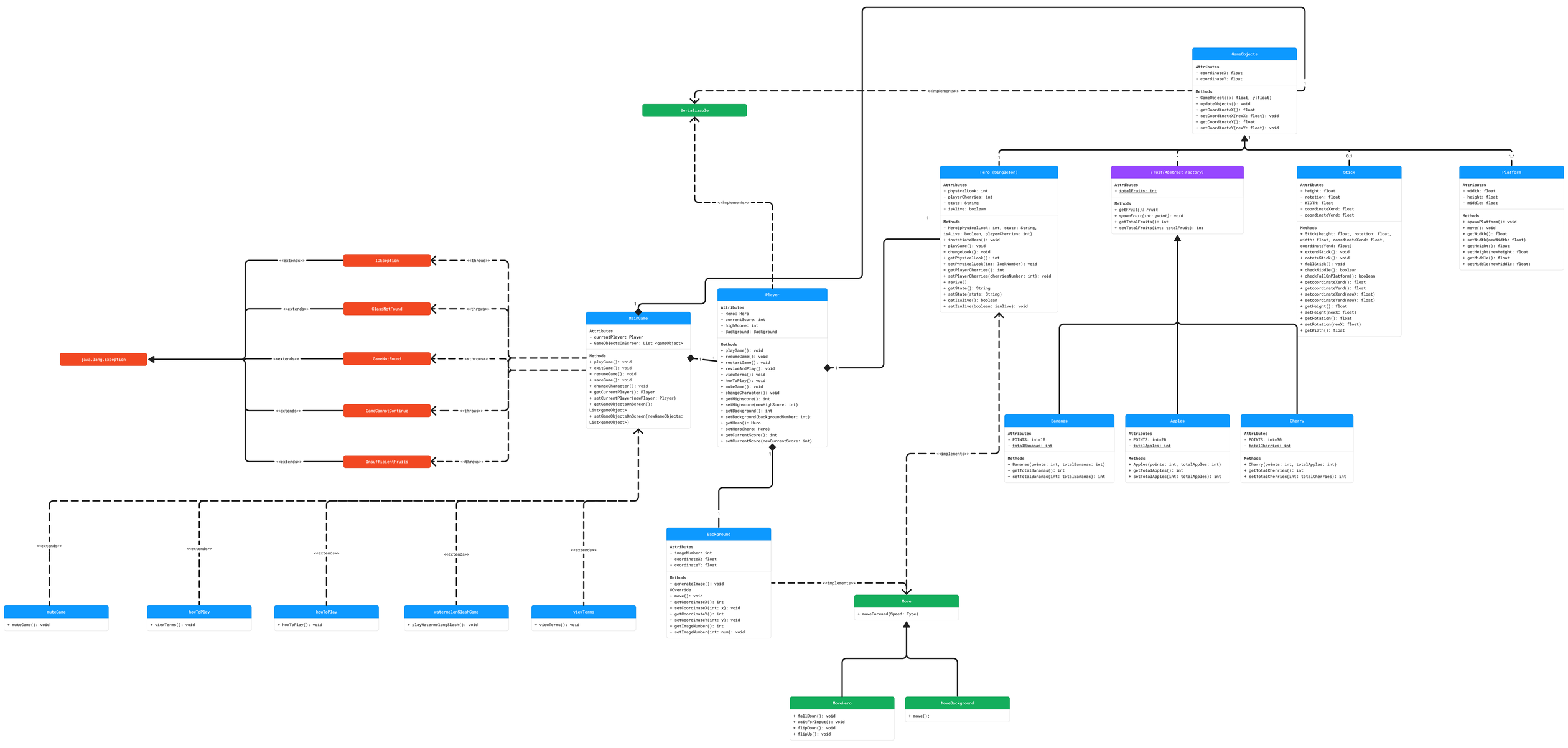
GameObjects
Attributes
- coordinateX: float
- coordinateY: float
Methods
+ GameObjects(x: float, y:float)
+ updateObjects(): void
+ getCoordinateX(): float
+ setCoordinateX(newX: float): void
+ getCoordinateY(): float
+ setCoordinateY(newY: float): void
<<implements>>
Serializable
<<implements>>
Hero (Singleton)
Attributes
- physicalLook: int
- playerCherries: int
- state: String
- isAlive: boolean
Methods
- Hero(physicalLook: int, state: String, isAlive: boolean, playerCherries: int)
+ instatiateHero(): void
+ playGame(): void
+ changeLook(): void
+ getPhysicalLook(): int
+ setPhysicalLook(int: lookNumber): void
+ getPlayerCherries(): int
+ setPlayerCherries(cherriesNumber: int): void
+ revive()
+ getState(): String
+ setState(state: String)
+ getIsAlive(): boolean
+ setIsAlive(boolean: isAlive): void
Fruit(Abstract Factory)
Attributes
- totalFruits: int
Methods
+ getFruit(): Fruit
+ spawnFruit(int: point): void
+ getTotalFruits(): int
+ setTotalFruits(int: totalFruit): int
Stick
Attributes
- height: float
- rotation: float
- WIDTH: float
- coordinateXend: float
- coordinateYend: float
Methods
+ Stick(height: float, rotation: float, width: float, coordinateXend: float, coordinateYend: float)
+ extendStick(): void
+ rotateStick(): void
+ fallStick(): void
+ checkMiddle(): boolean
+ checkFallOnPlatform(): boolean
+ getcoordinateXend(): float
+ getcoordinateYend(): float
+ setcoordinateXend(newX: float)
+ setcoordinateYend(newY: float)
+ getHeight(): float
+ setHeight(newX: float)
+ getRotation(): float
+ setRotation(newX: float)
+ getWidth(): float
Platform
Attributes
- width: float
- height: float
- middle: float
Methods
+ spawnPlatform(): void
+ move(): void
+ getWidth(): float
+ setWidth(newWidth: float)
+ getHeight(): float
+ setHeight(newHeight: float
+ getMiddle(): float
+ setMiddle(newMiddle: float)
1
*
0..1
1..*
1
IOException
ClassNotFound
GameNotFound
GameCannotContinue
InsufficientFruits
java.lang.Exception
<<extends>>
<<throws>>
MainGame
Attributes
- currentPlayer: Player
- GameObjectsOnScreen: List <gameObject>
Methods
+ playGame(): void
+ exitGame(): void
+ resumeGame(): void
+ saveGame(): void
+ changeCharacter(): void
+ getCurrentPlayer(): Player
+ setCurrentPlayer(newPlayer: Player)
+ getGameObjectsOnScreen(): List<gameObject>
+ setGameObjectsOnScreen(newGameObjects: List<gameObject>)
Player
Attributes
- Hero: Hero
- currentScore: int
- highScore: int
- Background: Background
Methods
+ playGame(): void
+ resumeGame(): void
+ restartGame(): void
+ reviveAndPlay(): void
+ viewTerms(): void
+ howToPlay(): void
+ muteGame(): void
+ changeCharacter(): void
+ getHighscore(): int
+ setHighscore(newHighScore: int)
+ getBackground(): int
+ setBackground(backgroundNumber: int):
+ getHero(): Hero
+ setHero(hero: Hero)
+ getCurrentScore(): int
+ setCurrentScore(newCurrentScore: int)
Bananas
Attributes
- POINTS: int=10
- totalBananas: int
Methods
+ Bananas(points: int, totalBananas: int)
+ getTotalBananas(): int
+ setTotalBananas(int: totalBananas): int
Apples
Attributes
- POINTS: int=20
- totalApples: int
Methods
+ Apples(points: int, totalApples: int)
+ getTotalApples(): int
+ setTotalApples(int: totalApples): int
Cherry
Attributes
- POINTS: int=30
- totalCherries: int
Methods
+ Cherry(points: int, totalApples: int)
+ getTotalCherries(): int
+ setTotalCherries(int: totalCherries): int
<<extends>>
muteGame
+ muteGame(): void
howToPlay
+ viewTerms(): void
howToPlay
+ howToPlay(): void
watermelonSlashGame
+ playWatermelongSlash(): void
viewTerms
+ viewTerms(): void
Background
Attributes
- imageNumber: int
- coordinateX: float
- coordinateY: float
Methods
+ generateImage(): void
@Override
+ move(): void
+ getCoordinateX(): int
+ setCoordinateX(int: x): void
+ getCoordinateY(): int
+ setCoordinateY(int: y): void
+ getImageNumber(): int
+ setImageNumber(int: num): void
<<implements>>
Move
+ moveForward(Speed: Type)
MoveHero
+ fallDown(): void
+ waitForInput(): void
+ flipDown(): void
+ flipUp(): void
MoveBackground
+ move();