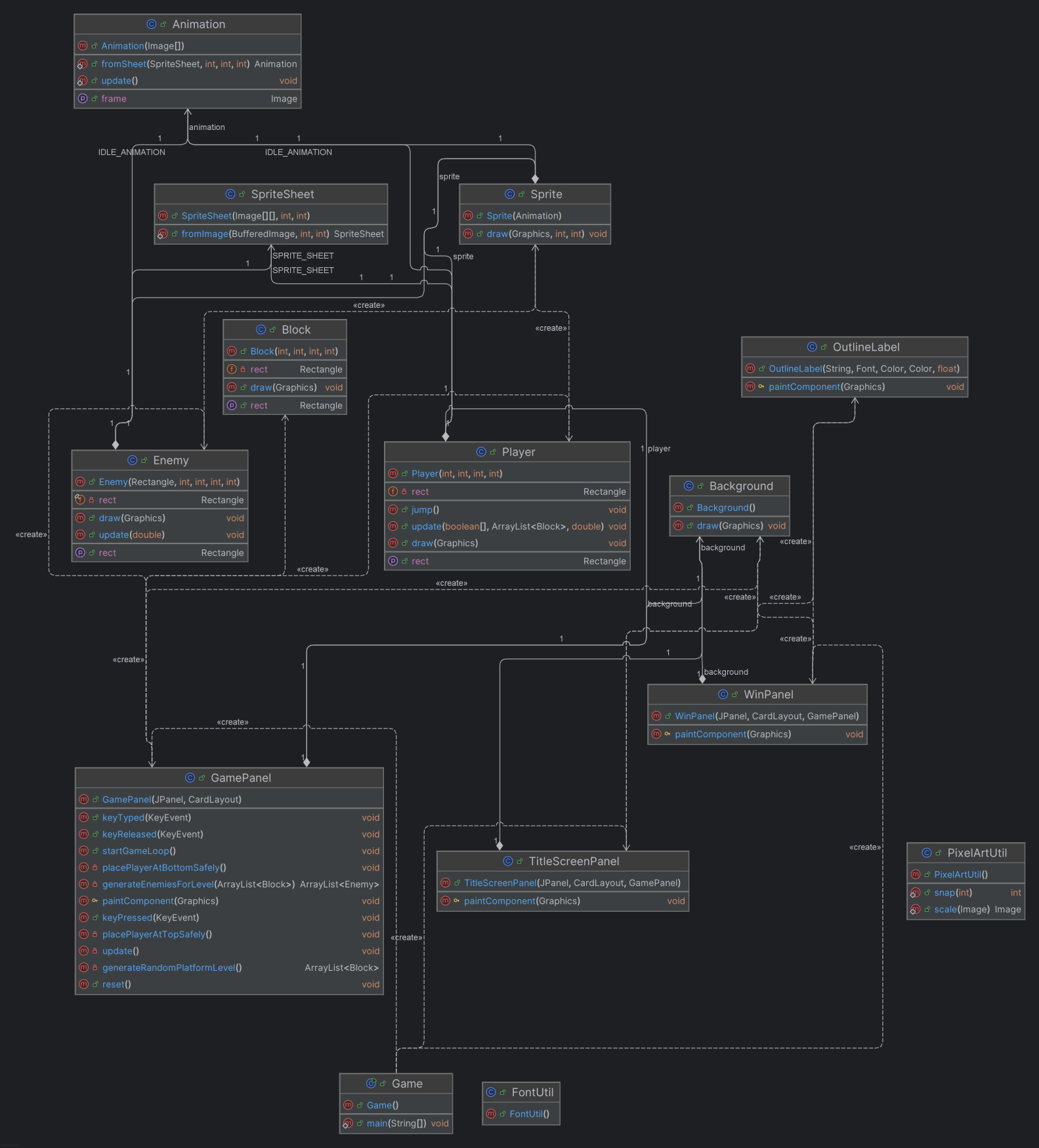
Animation
Animation(Image[])
fromSheet(SpriteSheet, int, int, int) Animation
update() void
frame Image
animation
IDLE_ANIMATION
IDLE_ANIMATION
SpriteSheet
SpriteSheet(Image[][], int, int)
fromImage(BufferedImage, int, int) SpriteSheet
Sprite
Sprite(Animation)
draw(Graphics, int, int) void
sprite
sprite
SPRITE_SHEET
SPRITE_SHEET
«create»
«create»
Block
Block(int, int, int, int)
rect Rectangle
draw(Graphics) void
rect Rectangle
OutlineLabel
OutlineLabel(String, Font, Color, Color, float)
paintComponent(Graphics) void
Enemy
Enemy(Rectangle, int, int, int, int)
rect Rectangle
draw(Graphics) void
update(double) void
rect Rectangle
Player
Player(int, int, int, int)
rect Rectangle
jump() void
update(boolean[], ArrayList<Block>, double) void
draw(Graphics) void
rect Rectangle
player
Background
Background()
draw(Graphics) void
background
background
«create»
«create»
«create»
«create»
«create»
«create»
«create»
«create»
«create»
«create»
«create»
WinPanel
WinPanel(JPanel, CardLayout, GamePanel)
paintComponent(Graphics) void
GamePanel
GamePanel(JPanel, CardLayout)
keyTyped(KeyEvent) void
keyReleased(KeyEvent) void
startGameLoop() void
placePlayerAtBottomSafely() void
generateEnemiesForLevel(ArrayList<Block>) ArrayList<Enemy>
paintComponent(Graphics) void
keyPressed(KeyEvent) void
placePlayerAtTopSafely() void
update() void
generateRandomPlatformLevel() ArrayList<Block>
reset() void
TitleScreenPanel
TitleScreenPanel(JPanel, CardLayout, GamePanel)
paintComponent(Graphics) void
PixelArtUtil
PixelArtUtil()
snap(int) int
scale(Image) Image
Game
Game()
main(String[]) void
FontUtil
FontUtil()