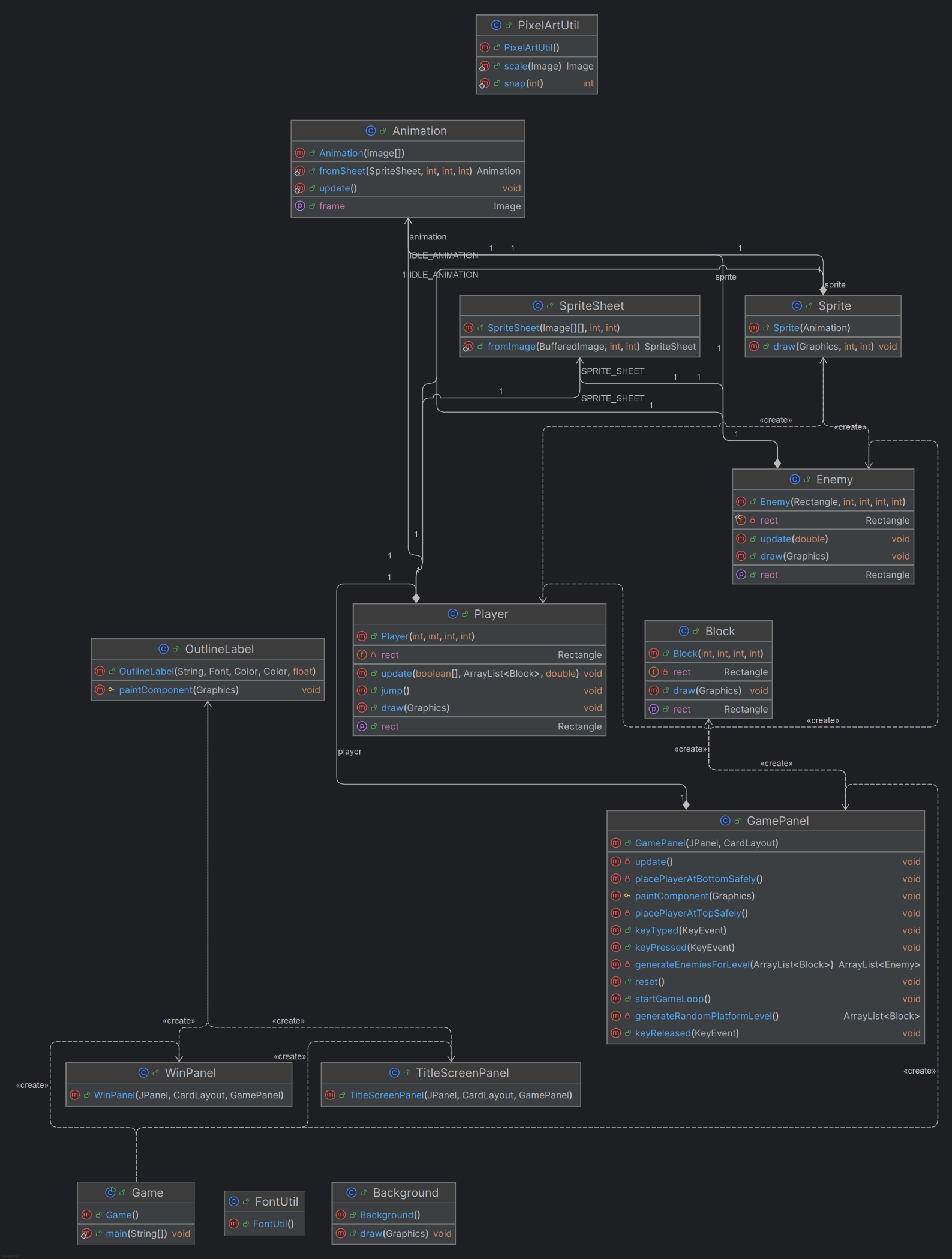
PixelArtUtil
PixelArtUtil()
scale(Image) Image
snap(int) int
Animation
Animation(Image[])
fromSheet(SpriteSheet, int, int, int) Animation
update() void
frame Image
animation
IDLE_ANIMATION
IDLE_ANIMATION
sprite
sprite
SpriteSheet
SpriteSheet(Image[][], int, int)
fromImage(BufferedImage, int, int) SpriteSheet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