

BORING GAME

Game implements Runnable

int width, height

String title

SceneSelector sceneSelector

Boolean running

Thread thread

startGame()

stopGame()

run()

tick()

render()

SceneSelector extends JFrame

int curScene

Scene

scene1, scene2

sceneUpdate()

sceneRepaint()

getCurScene()

getScene(), setScene()

getStatus()

BORING GAME

BORING SCENES

Scene extends JPanel

int W, H

PlayerInput playerInput

Player player

*lists of enemies and particles

setBackground()

getScenenum()

setScenenum()

getPlayerInput()

setEnemies()

setInteractables()

updateStuff

updateAllParticles

updatePlayer

updateEnemies

updateOther

paint

Scenes		
Main Menu	LevelSelect	Options
<div><div>JustImage Background</div><div>BreakBlock button</div></div>	<div><div>JustImage Background</div><div>BreakBlock button</div></div>	<div><div>JustImage Background</div><div>MoveBlock option</div></div>
Level1	Level2	Level3
<div><div>JustImage Background</div><div>Enemy enemy</div><div>Block block</div><div>MoveBlock mblock</div><div>BreakBlock bblock</div></div>	<div><div>JustImage Background</div><div>Enemy enemy</div><div>Block block</div><div>MoveBlock mblock</div><div>BreakBlock bblock</div></div>	<div><div>JustImage Background</div><div>Enemy enemy</div><div>Block block</div><div>MoveBlock mblock</div><div>BreakBlock bblock</div></div>

PlayerInput implements KeyListener

Player player

getPlayer(), setPlayer()

getParticles(), setParticles()

keyTyped()

keyPressed()

keyReleased()

BORING IMAGES

ImageGetter

getImage()

DrawImage()

BoringImage

//all the images

getImgLc()

BORING OBJECTS

