BORING GAME

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Game implements Runnable
---
int width, height
String title
SceneSelector sceneSelector
Boolean running
Thread thread
---
startGame()
stopGame()
run()
tick()
render()

SceneSelector extends JFrame
---
nt curScene
Scene
scene1, scene2
---
sceneUpdate()
sceneRepaint()
getCurScene()
getScene(), setScene()
getStatus()

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
update
paint

Scenes

Main Menu --- **JustImage** Background **BreakBlock** button ---	**LevelSelect** --- **JustImage** Background **BreakBlock** button ---	**Options** --- **JustImage** Background **MoveBlock** option ---
Level1 --- **JustImage** Background **Enemy** enemy **Block** block **MoveBlock** mblock **BreakBlock** bblock ---	**Level2** --- **JustImage** Background **Enemy** enemy **Block** block **MoveBlock** mblock **BreakBlock** bblock ---	**Level3** --- **JustImage** Background **Enemy** enemy **Block** block **MoveBlock** mblock **BreakBlock** bblock ---

PlayerInput implements KeyListener

Player player
---
getPlayer(), setPlayer()
getParticles(), setParticles()
keyTyped()
keyPressed()
keyReleased()

BORING EFFECTS

ParticleEffects

RemoveParticles()
addParticle()
KaBoom(), BigKaBoom()
Shoot()
muzzleFlash()
DrawAllParticles()

CollisionEffects

CollisObject temp
ParticleEffects pe
---
checkObstruction()
checkMovePush()
checkCollisionsBullet()
checkParticlePush()

BORING OBJECTS

GameObject
---
int xPos,yPos, width, height
---
getWidth(), setWidth()
getHeight(), setHeight()
getXPos(), setXPos()
getYPos(), setYPos()
getCenterX(), getCenterY()
draw(), drawSuper()

CollisObject
---i
Colliding c

Colliding

---
checkAllDir()

MoveObject

Moving m

BreakObject

Living l

Moving
---
int dir,speed,xSpeed,ySpeed
---
getSpeed(), setSpeed()
getDir(), setDir()
getXspeed(), setXspeed()
getYspeed(), setYspeed()

AliveObject

Living l

Living
---
int HP, MP
---
getHP(), setHP()
getMP(),setMP()

BORING STUFF

Aiming

AliveObject thing
---
setdx(), setdy()
calcPoints()
getX(), getY()
getCx(), getCy()
draw()

MathStuff

---
distBtwnTwoPoints()
angleBtwnTwoLines()
distBtnPointNLine()

EnemyAI

ParticleEffects pe
MathStuff m
Shooty enemy;
Aiming a
int cx, cy, x, y, cpx, cpy
---
calcPoints()
checkEnemyInSight(
draw()

...

BORING SPRITES

ColisObject

Wall

ImageGetter i
---
draw()

BreakObject

Ammo

ImageGetter i
---
draw()

Medkit

ImageGetter i
---
draw()

MoveObject

Block

ImageGetter i
---
draw()

Crate

ImageGetter i
Ammo a
Medkit m
---
draw()

TNT

ImageGetter i
Mine M
---
draw()

AliveObject

Shooty

Aiming a
---
drawAim()
drawStatus()
*getParticle()

Particle

Color c
---
draw()
update()

Player

ImageGetter i
---
draw()

Enemy

ImageGetter i
EnemyAI ai
---
draw()

Bullet

ImageGetter i
---
draw()

Bomb

ImageGetter i
---
draw()
update()

Mine

ImageGetter i
---
draw()

GameObject

JustImage

ImageGetter i
---
draw()

BORING IMAGES

ImageGetter

BufferedImage
*all the images
---
getImage()
DrawImage())

Dead	**Enviro**
Enemy	**Weapon**
Player	**error**