

BORING GAME

**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 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

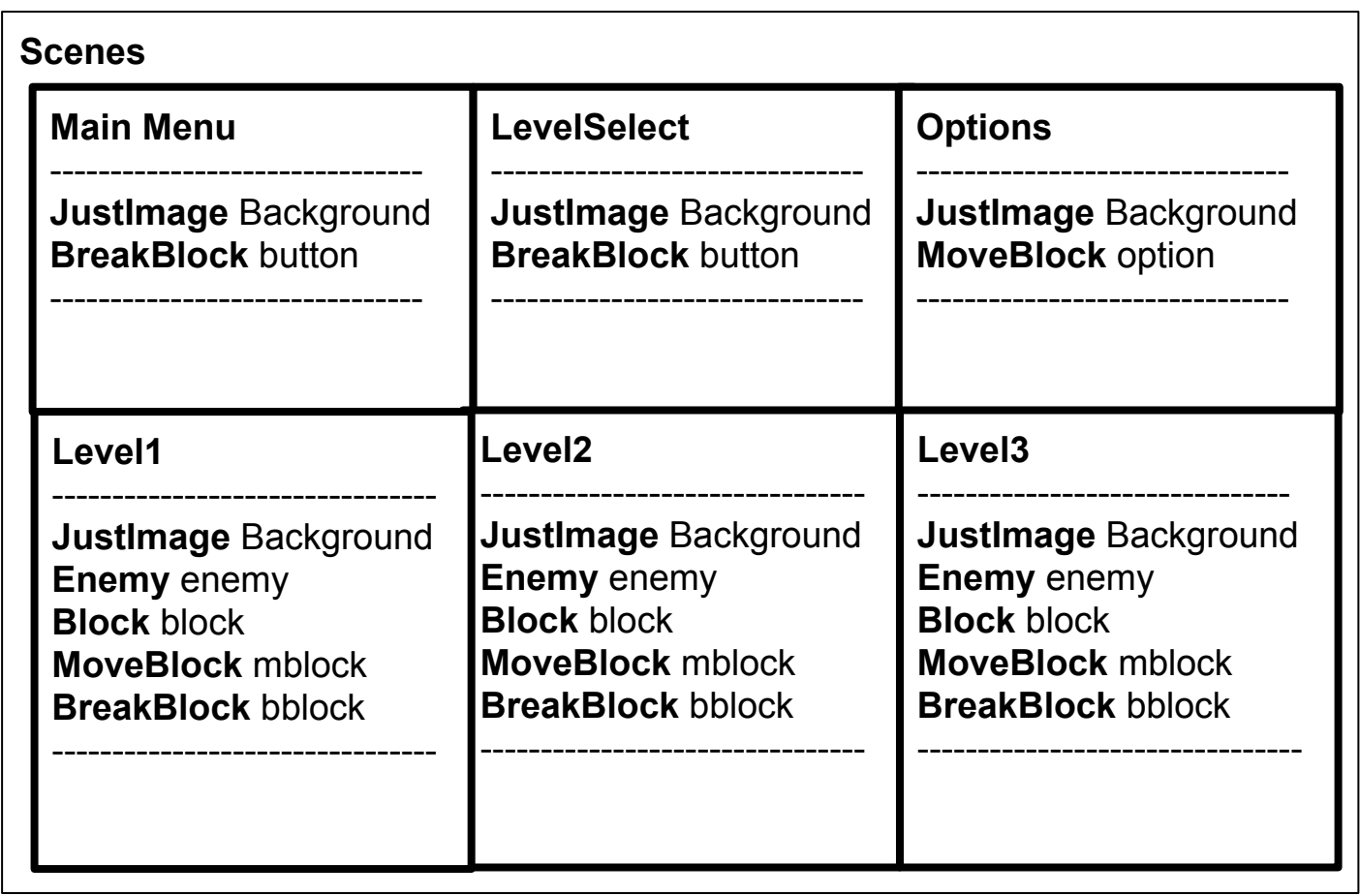
updatePlayer

updateEnemies

updateOther

update

paint



**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

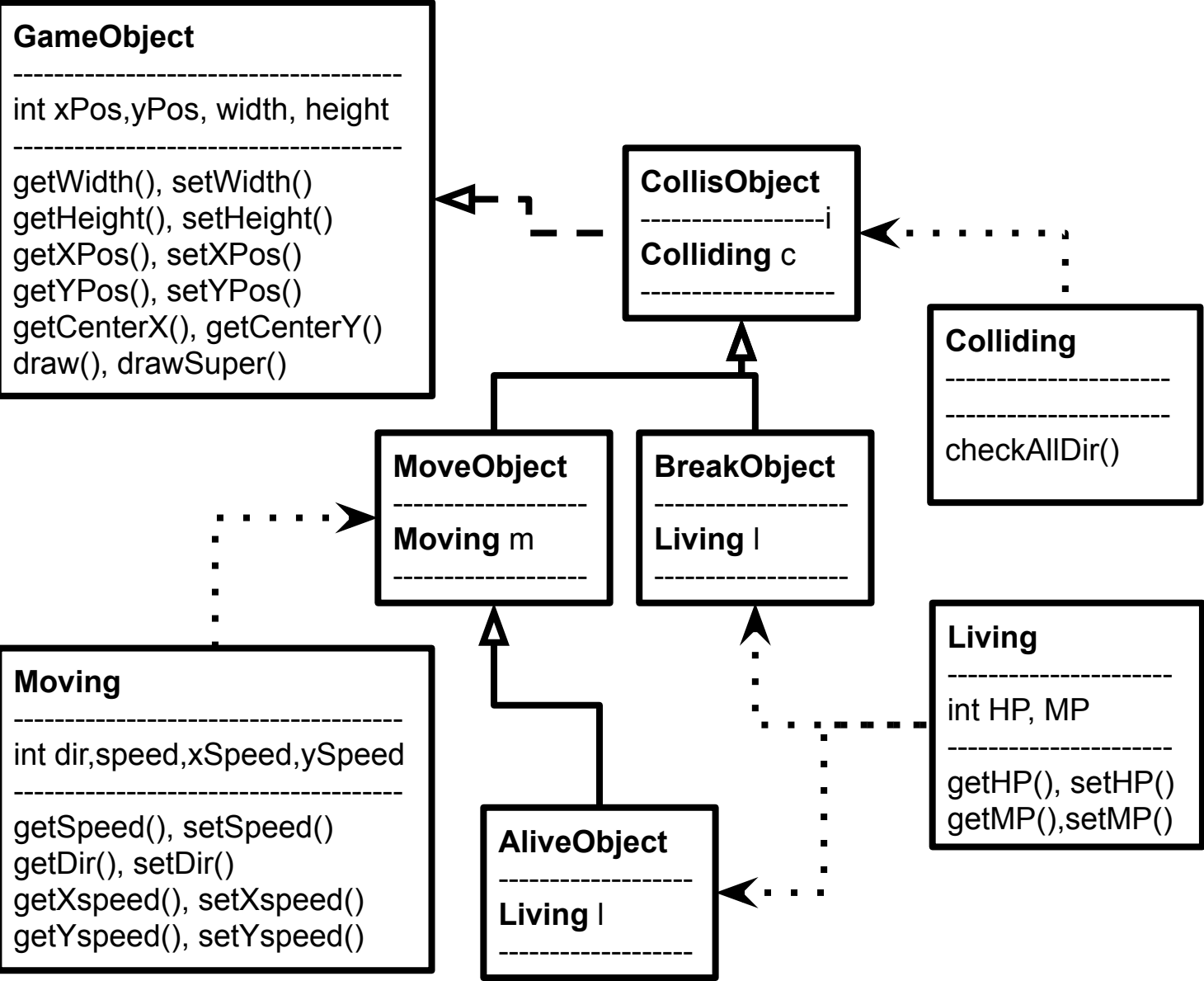
checkObstruction()

checkMovePush()

checkCollisionsBullet()

checkParticlePush()

BORING OBJECTS



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

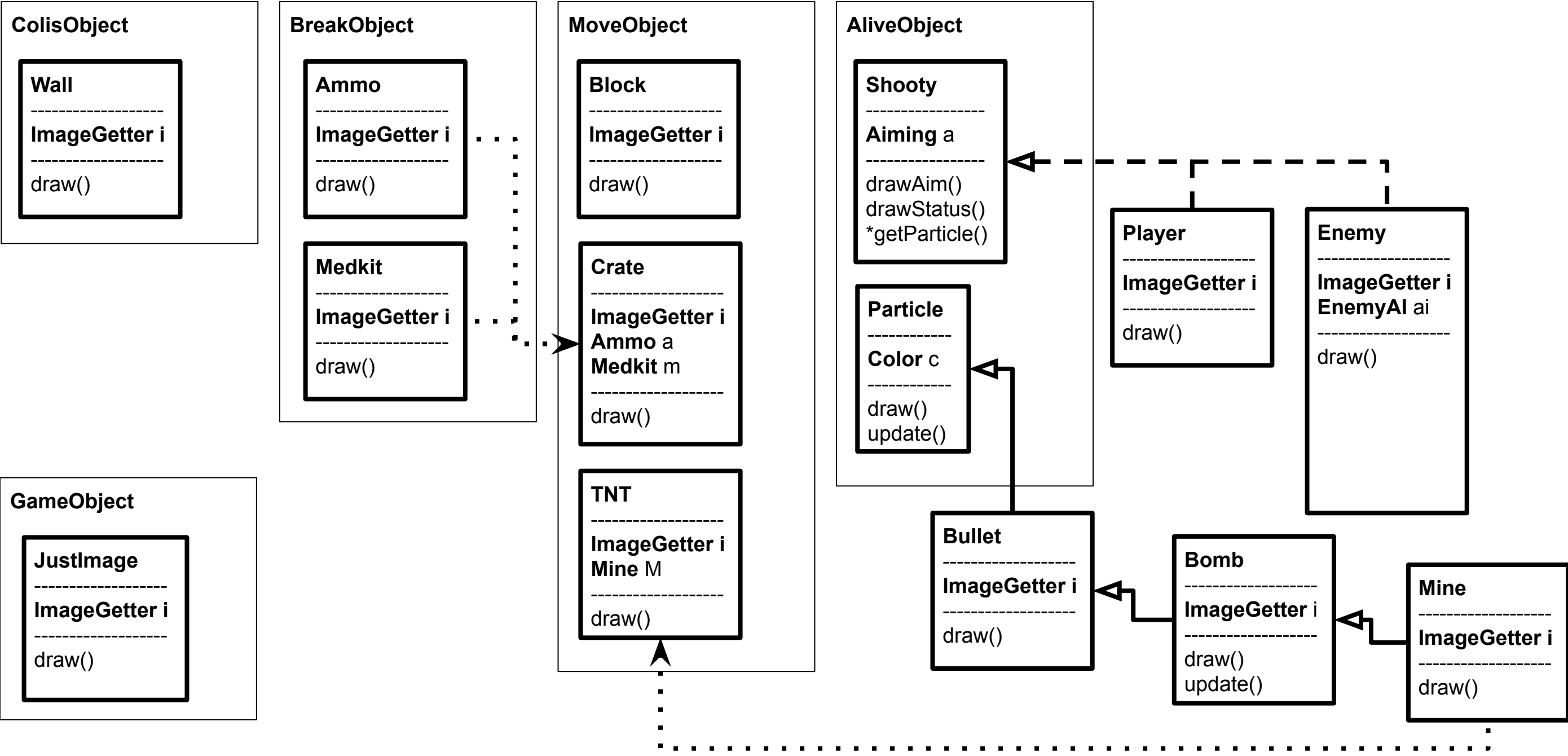
calcPoints()

checkEnemyInSight()

draw()

...

BORING SPRITES



BORING IMAGES

**ImageGetter**

BufferedImage

\*all the images

getImage()

DrawImage()

Dead

Enviro

Enemy

Weapon

Player

error