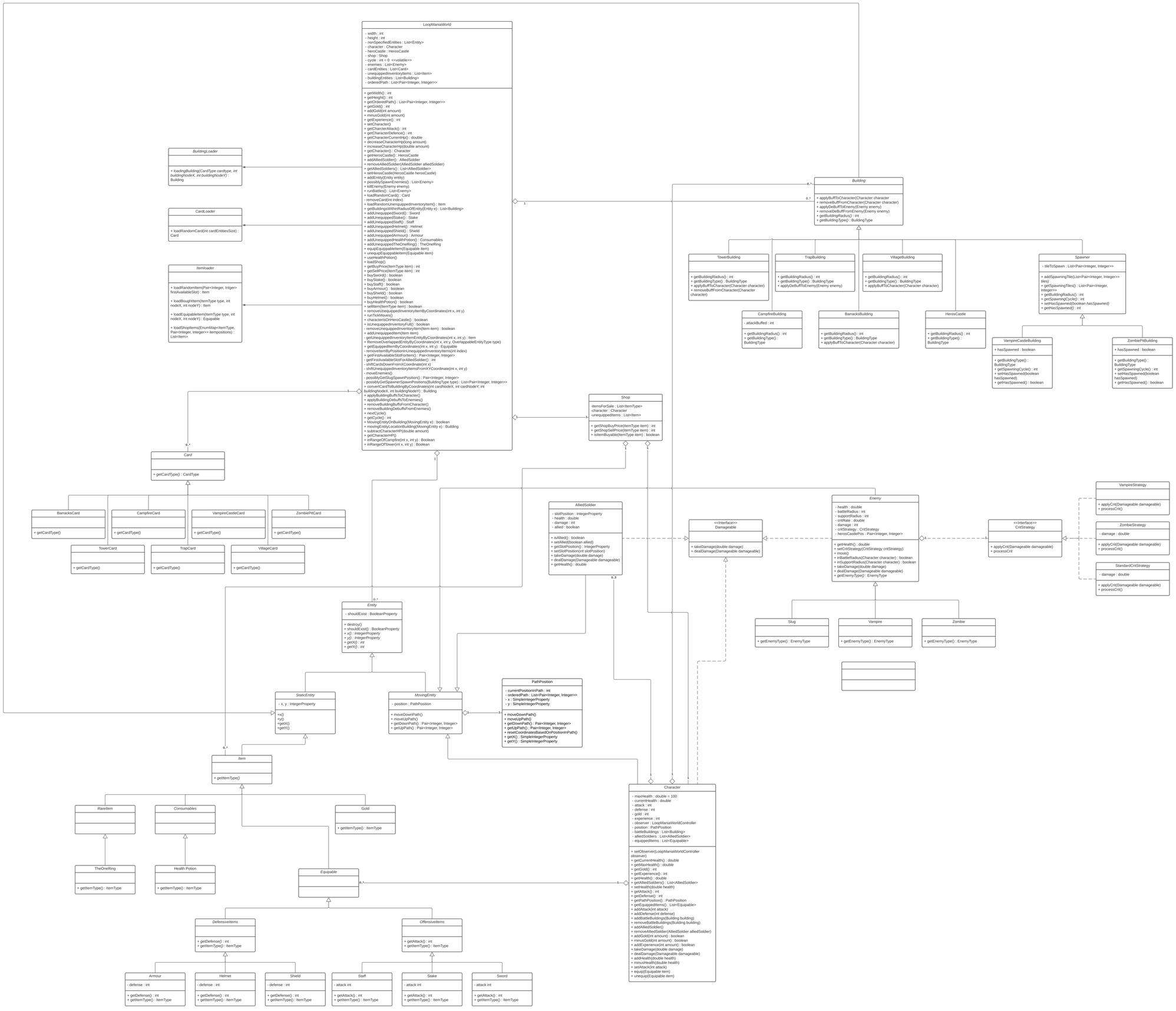
LoopManiaWorld
- width : int
- height : int
- nonSpecifiedEntities : List<Entity>
- character : Character
- heroCastle : HerosCastle
- shop : Shop
- cycle : int = 0 <<volatile>>
- enemies : List<Enemy>
- cardEntities : List<Card>
- unequippedInventoryItems : List<Item>
- buildingEntities : List<Building>
- orderedPath : List<Pair<Integer, Integer>>
+ getWidth() : int
+ getHeight() : int
+ getOrderedPath() : List<Pair<Integer, Integer>>
+ getGold() : int
+ addGold(int amount)
+ minusGold(int amount)
+ getExperience() : int
+ setCharacter()
+ getCharcterAttack() : int
+ getCharacterDefence() : int
+ getCharacterCurrentHp() : double
+ decreaseCharacterHp(long amount)
+ increaseCharacterHp(double amount)
+ getCharacter() : Character
+ getHerosCastle() : HerosCastle
+ addAlliedSoldier() : AlliedSoldier
+ removeAlliedSoldier(AlliedSoldier alliedSoldier)
+ getAlliedSoldiers() : List<AlliedSoldier>
+ setHerosCastle(HerosCastle herosCastle)
+ addEntity(Entity entity)
+ possiblySpawnEnemies() : List<Enemy>
+ killEnemy(Enemy enemy)
+ runBattles() : List<Enemy>
+ loadRandomCard() : Card
- removeCard(int index)
+ loadRandomUnequippedInventoryItem() : Item
+ getBuildingsWithinRaduisOfEntity(Entity e) : List<Building>
+ addUnequippedSword() : Sword
+ addUnequippedStake() : Stake
+ addUnequippedStaff() : Staff
+ addUnequippedHelmet() : Helmet
+ addUnequippedShield() : Shield
+ addUnequippedArmour() : Armour
+ addUnequippedHealthPotion() : Consumables
+ addUnequippedTheOneRing() : TheOneRing
+ equipEquippableItem(Equipable item)
+ unequipEquippableItem(Equipable item)
+ useHealthPotion()
+ loadShop()
+ getBuyPrice(ItemType item) : int
+ getSellPrice(ItemType item) : int
+ buySword() : boolean
+ buyStake() : boolean
+ buyStaff() : boolean
+ buyArmour() : boolean
+ buyShield() : boolean
+ buyHelmet() : boolean
+ buyHealthPotion() : boolean
+ sellItem(ItemType item) : boolean
+ removeUnequippedInventoryItemByCoordinates(int x, int y)
+ runTickMoves()
+ characterIsOnHeroCastle() : boolean
+ isUnequippedInventoryFull() : boolean
- removeUnequippedInventoryItem(Item item) : boolean
+ addUnequippedItem(Item item)
- getUnequippedInventoryItemEntityByCoordinates(int x, int y) : Item
+ RemoveOverlappedEntityByCoordinates(int x, int y, OverlappableEntityType type)
+ getEquippedItemByCoordinates(int x, int y) : Equipable
- removeItemByPositionInUnequippedInventoryItems(int index)
+ getFirstAvailableSlotForItem() : Pair<Integer, Integer>
- getFirstAvailableSlotForAlliedSoldier() : int
- shiftCardsDownFromXCoordinate(int x)
- shiftUnequippedInventoryItemsFromXYCoordinate(int x, int y)
- moveEnemies()
- possiblyGetSlugSpawnPosition() : Pair<Integer, Integer>
- possiblyGetSpawnerSpawnPositions(BuildingType type) : List<Pair<Integer, Integer>>
+ convertCardToBuildingByCoordinates(int cardNodeX, int cardNodeY, int buildingNodeX, int buildingNodeY) : Building
- applyBuildingBuffsToCharacter()
+ applyBuildingDebuffsToEnemies()
+ removeBuildingBuffsFromCharacter()
+ removeBuildingDebuffsFromEnemies()
- nextCycle()
+ getCycle() : int
+ MovingEntityOnBuilding(MovingEntity e) : boolean
+ movingEntityLocationBuilding(MovingEntity e) : Building
- subtractCharacterHP(double amount)
+ getCharacterHP()
+ inRangeOfCampfire(int x, int y) : Boolean
+ inRangeOfTower(int x, int y) : Boolean
BuildingLoader
+ loadingBuilding(CardType cardtype, int buildingNodeX, int buildingNodeY) : Building
CardLoader
+ loadRandomCard(int cardEntitiesSize) : Card
Itemloader
+ loadRandomItem(Pair<Integer, Integer> firstAvailableSlot) : Item
+ loadBoughtItem(ItemType type, int nodeX, int nodeY) : Item
+ loadEquipableItem(ItemType type, int nodeX, int nodeY) : Equipable
+ loadShopItems(EnumMap<ItemType, Pair<Integer, Integer>> itempositions) : List<Item>
Building
+ applyBuffToCharacter(Character character
+ removeBuffFromCharacter(Character character)
+ applyDeBuffToEnemy(Enemy enemy)
+ removeDeBuffFromEnemy(Enemy enemy)
+ getBuildingRadius() : int
+ getBuildingType() : BuildingType
TowerBuilding
+ getBuildingRadius() : int
+ getBuildingType() : BuildingType
+ applyBuffToCharacter(Character character)
+ removeBuffFromCharacter(Character character)
TrapBuilding
+ getBuildingRadius() : int
+ getBuildingType() : BuildingType
+ applyDeBuffToEnemy(Enemy enemy)
VillageBuilding
+ getBuildingRadius() : int
+ getBuildingType() : BuildingType
+ applyBuffToCharacter(Character character)
Spawner
- tileToSpawn : List<Pair<Integer, Integer>>
+ addSpawningTile(List<Pair<Integer, Integer>> tiles)
+ getSpawningTiles() : List<Pair<Integer, Integer>>
+ getBuildingRadius() : int
+ getSpawningCycle() : int
+ setHasSpawned(boolean hasSpawned)
+ getHasSpawned() : int
CampfireBuilding
- attackBuffed : int
+ getBuildingRadius() : int
+ getBuildingType() : BuildingType
BarracksBuilding
+ getBuildingRadius() : int
+ getBuildingType() : BuildingType
+ applyBuffToCharacter(Character character)
HerosCastle
+ getBuildingRadius() : int
+ getBuildingType() : BuildingType
VampireCastleBuilding
+ hasSpawned : boolean
+ getBuildingType() : BuildingType
+ getSpawningCycle() : int
+ setHasSpawned(boolean hasSpawned)
+ getHasSpawned() : boolean
ZombiePitBuilding
+ hasSpawned : boolean
+ getBuildingType() : BuildingType
+ getSpawningCycle() : int
+ setHasSpawned(boolean hasSpawned)
+ getHasSpawned() : boolean
Shop
-itemsForSale : List<ItemType>
-character : Character
-unequippedItems : List<Item>
+ getShopBuyPrice(ItemType item) : int
+ getShopSellPrice(ItemType item) : int
+ isItemBuyable(ItemType item) : boolean
Card
+ getCardType() : CardType
BarracksCard
+ getCardType()
CampfireCard
+ getCardType()
VampireCastleCard
+ getCardType()
ZombiePitCard
+ getCardType()
TowerCard
+ getCardType()
TrapCard
+ getCardType()
VillageCard
+ getCardType()
AlliedSoldier
- slotPosition : IntegerProperty
- health : double
- damage : int
- allied : boolean
+ isAllied() : boolean
+ setAllied(boolean allied)
+ getSlotPosition() : IntegerProperty
+ setSlotPosition(int slotPosition)
+ takeDamage(double damage)
+ dealDamage(Damageable damageable)
+ getHealth() : double
<<Interface>>
Damageable
+ takeDamage(double damage)
+ dealDamage(Damageable damageable)
Enemy
- health : double
- battleRadius : int
- supportRadius : int
- critRate : double
- damage : int
- critStrategy : CritStrategy
- herosCastlePos : Pair<Integer, Integer>
+ getHealth() : double
+ setCritStrategy(CritStrategy critStrategy)
+ move()
+ inBatteRadius(Character character) : boolean
+ inSupportRadius(Character character) : boolean
+ takeDamage(double damage)
+ dealDamage(Damageable damageable)
+ getEnemyType() : EnemyType
<<Interface>>
CritStrategy
+ applyCrit(Damageable damageable)
+ processCrit
VampireStrategy
+ applyCrit(Damageable damageable)
+ processCrit()
ZombieStrategy
- damage : double
+ applyCrit(Damageable damageable)
+ processCrit()
StandardCritStrategy
- damage : double
+ applyCrit(Damageable damageable)
+ processCrit()
Slug
+ getEnemyType() : EnemyType
Vampire
+ getEnemyType() : EnemyType
Zombie
+ getEnemyType() : EnemyType
Entity
- shouldExist : BooleanProperty
+ destroy()
+ shouldExist() : BooleanProperty
+ x() : IntegerProperty
+ y() : IntegerProperty
+ getX() : int
+ getY() : int
StaticEntity
- x, y : IntegerProperty
+x()
+y()
+getX()
+getY()
MovingEntity
- position : PathPosition
+ moveDownPath()
+ moveUpPath()
+ getDownPath() : Pair<Integer, Integer>
+ getUpPath() : Pair<Integer, Integer>
PathPosition
- currentPositionInPath : int
- orderedPath : List<Pair<Integer, Integer>>
- x : SimpleIntegerProperty
- y : SimpleIntegerProperty
+ moveDownPath()
+ moveUpPath()
+ getDownPath() : Pair<Integer, Integer>
+ getUpPath() : Pair<Integer, Integer>
+ resetCoordinatesBasedOnPositionInPath()
+ getX() : SimpleIntegerProperty
+ getY() : SimpleIntegerProperty
Item
+ getItemType()
RareItem
Consumables
Gold
+ getItemType() : ItemType
TheOneRing
+ getItemType() : ItemType
Health Potion
+ getItemType() : ItemType
Equipable
DefensiveItems
+ getDefense() : int
+ getItemType() : ItemType
OffensiveItems
+ getAttack() : int
+ getItemType() : ItemType
Armour
- defense : int
+ getDefense() : int
+ getItemType() : ItemType
Helmet
- defense : int
+ getDefense() : int
+ getItemType() : ItemType
Shield
- defense : int
+ getDefense() : int
+ getItemType() : ItemType
Staff
- attack int
+ getAttack() : int
+ getItemType() : ItemType
Stake
- attack int
+ getAttack() : int
+ getItemType() : ItemType
Sword
- attack int
+ getAttack() : int
+ getItemType() : ItemType
Character
- maxHealth : double = 100
- currentHealth : double
- attack : int
- defense : int
- gold : int
- experience : int
- observer : LoopManiaWorldController
- position : PathPosition
- battleBuildings : List<Building>
- alliedSoldiers : List<AlliedSoldier>
- equippedItems : List<Equipable>
+ setObserver(LoopManiaWorldController observer)
+ getCurrentHealth() : double
+ getMaxHealth() : double
+ getGold() : int
+ getExperience() : int
+ getHealth() : double
+ getAlliedSoldiers() : List<AlliedSoldier>
+ setHealth(double health)
+ getAttack() : int
+ getDefense() : int
+ getPathPosition() : PathPosition
+ getEquippedItems() : List<Equipable>
+ addAttack(int attack)
+ addDefense(int defense)
+ addBattleBuildings(Building building)
+ removeBattleBuildings(Building building)
+ addAlliedSoldier()
+ removeAlliedSoldier(AlliedSoldier alliedSoldier)
+ addGold(int amount) : boolean
+ minusGold(int amount) : boolean
+ addExperience(int amount) : boolean
+ takeDamage(double damage)
+ dealDamage(Damageable damageable)
+ addHealth(double health)
+ minusHealth(double health)
+ setAttack(int attack)
+ equip(Equipable item)
+ unequip(Equipable item)
1
0..*
0..3