

UML Diagrams
APCS Final Project | CrossyRoad

Woo
(-) Pimage cow, pig, chicken, goat, smurf, donkey knife, knife2, tree, cereal, start, chosenCharacter (-) boolean gameInstr (-) boolean gameSelect (-) boolean gameStart (-) int shiftY (-) int currEnv (-) int duckV (-) int pts (-) int netPts (-) Environment[] envs (-) ArrayList<Environment> allEnv (-) ArrayList<Environment> allEnt
(+) void setup() (+) void draw() (+) void play() (+) void keyPressed() (+) void updatePts() (+) boolean checkMove() (+) boolean checkDeath() (+) boolean checkJump()

Entity
(-) boolean alive (-) int x

Tree extends Entity
(+) Tree(int xPos, int yPos)

(-) int y (-) int dx (-) int type
(+) Entity() (+) Entity(int xPos, int yPos)
(+) int getX() (+) int getY() (+) int getType()
(+) void setX() (+) void setY() (+) void kill() (+) void move()
(+) boolean isDead() (+) boolean isHere(Entity e) (+) boolean knifeHere (Entity e)

Cereal extends Entity
(+) Cereal (int xPos, int yPos)

Knife extends Entity
(+) Knife(int xPos, int yPos) (+) Knife(int xPos, int yPos, boolean rightFacing)

Duck extends Entity
(+) Duck() (+) void moveX() (+) void moveY() (+) boolean isDead()

Environment
(-) color col
(+) Environment() (+) Environment(color newCol)
(+) color getColor()
(+) void drawEnv(int y)

Milk extends Environment
(+) Milk()

Grass extends Environment
(+) Grass()

Road extends Environment
(+) Road()

