UML Diagrams
APCS Final Project | CrossyRoad

Woo
(–) PImage cow, pig, chicken, goat, smurf, donkey, knife, knife2, tree, cereal, chosenCharacter, start, end   (–) 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 newStart()   (+) void draw()   (+) void keyPressed()   (+) void updatePts()   (+) boolean checkMove()   (+) boolean checkDeath()

Entity

(−) boolean alive

(−) int x
(−) int y
(−) int dx
(−) int type

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

(+) int getX()
(+) int getY()
(+) int getDx()
(+) int getType()
(+) int isDead()

(+) void setX()
(+) void setY()
(+) void kill()
(+) void move()

(+) boolean isDead()
(+) boolean isHere(Entity e)
(+) boolean inRange(Entity e)

Tree extends Entity

(+) Tree(int xPos, int yPos)

Cereal extends Entity

(+) Cereal(int xPos, int yPos)
(+) Cereal(int xPos, int yPos, int newDx)

Knife extends Entity

(+) Knife(int xPos, int yPos)
(+) Knife(int xPos, int yPos, int newDx)

Duck extends Entity

(−) boolean isOnCereal
(−) int cerealDx

(+) Duck()
(+) void moveX()
(+) void moveY()

(+) boolean onCereal()
(+) int getCerealDx()

(+) void ontoCereal()
(+) void offCereal()
(+) void setCerealDx()

Environment

(−) color col

(+) Environment()

Milk extends Environment

(+) Milk()

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

Grass extends **Environment**
(+) Grass()

Road extends **Environment**
(+) Road()