# space.io Proposed UML

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**Note:**

None of these are final and all are subject to change. This is just to show how I envision my project to be implemented. I can't determine the relationship of these classes yet as some of them are not fully implemented, or not yet implemented. There are also blank classes which I am yet to build.

## Application

## Main

```
+ main()
+ start()
```

is a

## MainMenu

## GameStage

```
+int :WINDOW_HEIGHT,
WINDOW_WIDTH, MAP_HEIGHT,
MAP_WIDTH
- Scene: scene
- Stage: stage
- Canvas: canvas, scoreBoard
- Vbox: root
- ScrollPane: scrollPane
- GraphicsContext: gc,
gcScore
- GameTimer: gametimer
```
```
+ GameStage()
+ setStage()
```

## GameOver

## GameTimer

```
- int: intTime
- GraphicsContext: gc,
gcScore
- Scene: theScene
- Planet: myPlanet
- ScrollPane: camera
```
```
gameTimer()
+ handle()
- updateTime
- handleKeyPressEvent()
- moveMyShip
- stopMyShip
```

## Sprite

```
#Image: img
#int: x, y, dx, dy;
#boolean: visible
# double: width, height
```
```
+ Sprite()
# loadImage()
render()
+ collidesWith
- getBounds()
getImage()
+ getX(), getY()
+ getVisible(), isVisible()
+ setDx(), setDy()
+ setWidth(), setHeight(),
setVisible()
```

## Power-Up

```
- String: name
+ Image static: powerUp
- boolean: activated
```
```
+ Power-Up()
+ activate()
+ spawn()
+ despawn()
```

## Planet

```
- String: name
- int: score
- boolean: alive
+ Image static: planetImage
```
```
+ Planet()
+ isAlive()
+ getName()
+ die()
+ move()
+ getSpeed()
```

## Food

```
- int: score
- boolean: eaten
+ Image static: asteroid
```
```
+ Food()
+ eat()
+ spawn
```