

MainMenuScene

- + logo: image
- + playButton: button
- + optionsButton: button

OptionsMenu Scene

- + volume: int
- + controlsImg: image
- + muteButton: button
- + volumeLess: button
- + volumeMore: button

PauseMenu Scene

- + mainMenuButton: button

CreatingNewspaper Scene

tittles[]: button
ads[]: button
numNewspaper: button
numNews: int
trust: float
money: int

selectTittle(int)
selectAds(int)
selectNumNews(int)

dia0-7 Scenes

objectLayerName: string
nextLevel: string

method(type): type

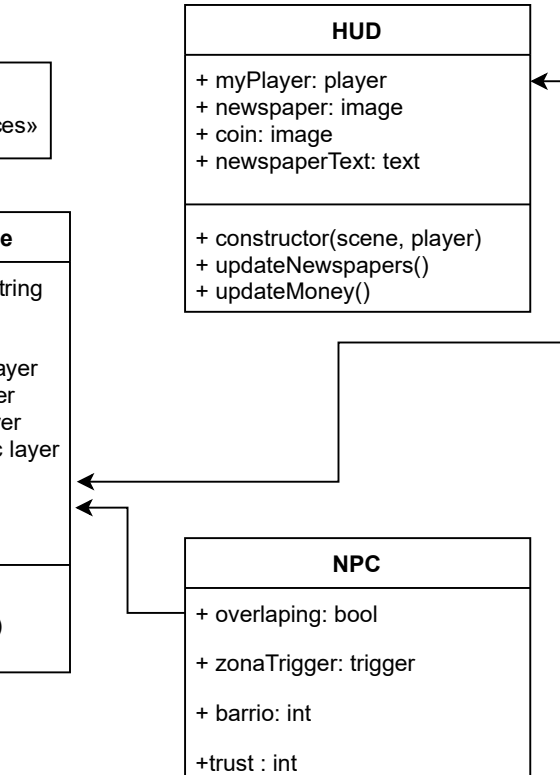
Boot

«Loads all resources

DayDefault Scene

+ objectLayerName: string
+ nextLevel: string
+ map: tilemap
+ mapGround: static layer
+ mapLows: static layer
+ mapRoofs: static layer
+ mapCollisions: static layer
+ player: player
+ npc[]: npc
+ ui: ui

+ constructor(config)
+ changescene(string)




Player

- + speed: int
- + money: int
- + trust: float
- + newspapers: int
- + previousMovement: {int,int}

- + getInteract()
- + calculateVelocity()
- + stopX()
- + stopY()
- + getMoney(): int
- + buyNespapers(int)
- + getNewspapers(): int
- + getTrust(): float
- + changeMoney(int)
- +changeTrust(float)
- + predupdate(float, float)

TP



- + myPlayer: player
- + image: image
- + offset: int
- + linkId: int
- + canTP: bool

- + searchPair
- + tpActivated()

+ optionsButton: button

+ gameButton: button

+ mapImg: image



+ myDialogue: dialogue

+ actionCooldown: int

+ actualCoolDown: int

+ canact: bool

+ bought : bool

+ probability: int

+ canBuy: bool

+enterzone : bool

+ preupdate(t, d)



Dialogue

+ stopMovement: int
+ hasFinished: bool
+ dialogue[]: string

+ SelectDialogue()
+ DrawDialogue()