

## **Class and packages description**

**Bombic** – Main Class, responsible for calling the Menu Screen and initiating constants

### **Scenes**

- Hud – Responsible for creating and showing the game hud

### **Screens**

- GameOverScreen – Screen that will be shown on the gameOver state
- MenuScreen – First screen to be shown, in witch is possible to choose the game options
- PlayScreen – Screen that creates game related objects, shows the game map and its objects
- VictoryScreen – Screen that is shown when the player wins

### **Sprites**

- Bomber – Class that creates the object bomber (player), its sprites and implements its methods
- Enemy – Abstract Class of enemies, creates the bodies and abstract methods
- Item – Abstract Class used to represent an item
- ItemDef – Class used to spawn items
- Bomb – Descent from Item and its the SuperClass of the bombs, creates the body, and the methods
- Bonus – Descent from Item and its the SuperClass of the bonus, creates the body, and the methods
- InteractiveTileObject - SuperClass of the TileObjects, creates the body

### **Tools**

- B2WorldCreator – Creates the bodies already positioned in the Tiled map
- InputController – Handles user input
- WorldContactListener – Handles all the contacts between world objects

### **Networking**

A package that will contains all the methods and class necessities to handle with networking between a server and clients.

### **Artificial Intelligence**

A package that will contains all the methods and class necessities to handle the intelligence artificial to enemies and players.

### **Tests**

A package that will contains all the methods and class necessities to test the entire game.