

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

- AbstractScreen – SuperClass for all the other Screens
- ChooseLevelScreen – Screen to allow the player to choose the story mode level
- CreditsScreen – Screen to show the credits information
- DeathmatchIntermediateScreen – Screen shown in between deathmatch games
- DeathmatchScreen – Screen in which player can choose deathmatch settings
- HelpScreen – Screen to show controls info
- IntermediateLevelsScreen – Screen shown in between story mode levels
- MenuScreen - First screen to be shown, in which player can choose to which he/she wants to go
- MonstersInfoScreen – Screen to show monsters info
- PlayScreen – Screen that shows the game map and its objects
- SettingsScreen – Screen in which player can choose to have sound on or off (also in android, can pick JoyStick and/or Accelerometer)
- StoryModeScreen – Screen in which player can choose storymode settings

Logic

Sprites

- Player – 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 – Class that creates the body of tileObjects, and cspawns bonus when the object is destroyed. Represents static objects.
- BonusStrategy – Used by deadBonus and distantExplodeBonus, represents what happens when player catches them.
- Strategy – Abstract Class of enemies movement strategies.

GameLogic

- Game – Class that contains the players, enemies, items, updates all of them, and manages game logic.
- StoryGame – Descends from Game and creates a game in the story mode
- MultiplayerGame – Descends from Game and creates a game via server
- DeathmatchGame – Descends from Game and creates a deathmatch game

Tools

- B2WorldCreator – Creates the bodies already positioned in the Tiled map
- InputController – Handles user input
- WorldContactListener – Handles all the contacts between world objects
- Android Controller – Used for Android input controls (Joystick, Accelerometer and buttons)
- StorageLevels – Used to load and save available levels in a file
- MultiplayerInputController – Handles input when playing via server
- Constants – Contains the game constants

Networking

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

Managers

- GameAssetManager – Manager that loads all the needed assets
- GameScreenManager – Used to change screen

Tests

- GenericTest – Class used to implement Box2d world and other variables. SuperClass of the other tests
- Test classes