**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
* DeathmatchIntermidiateScreen – Screen shown in between deathmatch games
* DeathmatchScreen – Screen in which player can choose deathmatch settings
* HelpScreen – Screen to show controls info
* IntermidiateLevelsScreen – 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 – Descents from Game and creates a game in the story mode
* MultiplayerGame – Descents from Game and creates a game via server
* DeathmatchGame – Descents 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 will contains all the methods and class necessaries 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