Class description

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

Hud – Responsible for creating and showing the game hud

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

Bomber – Class that creates the object bomber (player), its sprites and implements its methods

Enemy – SuperClass of enemies, creates the bodies and abstract methods

GreyBall, Slimer, … - Descent from Enemy and creates sprites and implemente methods

Item – Class used to represente 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

ClassicBomb, LBomb, NBomb – Descent from Bomb and create the sprites

Bonus – Descent from Item and its the SuperClass of the bonus, creates the body, and the methods

BombBonus, FlameBonus, SpeedBonus – Descent from Bomb and create the sprites

InteractiveTileObject - SuperClass of the TileObjects, creates the body

Barrel, Box – Descent from InteractiveTileObject and creates destroyng sprite as well as contact methods

B2WorldCreator – Creates the bodies already positioned in the Tiled map

InputController – Handles user input

WorldContactListener – Handles all the contacts between world objects