

© Activity
<div>◦ returnSelf(): Activity</div> <div>◦ getScoreImpact(): int</div> <div>◦ getEnergyCost(): int</div> <div>◦ getTimeCost(): int</div> <div>◦ checkActivity(int, int): boolean</div> <div>◦ openPopup(): void</div> <div>◦ getName(): String</div> <div>◦ setPopupString(String): void</div> <div>◦ getPopupString(): String</div>

© CharacterSelectScreen
<div>◦ resize(int, int): void</div> <div>◦ show(): void</div> <div>◦ render(float): void</div> <div>◦ hide(): void</div> <div>◦ pause(): void</div> <div>◦ resume(): void</div> <div>◦ dispose(): void</div>

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<div>◦ resize(int, int): void</div> <div>◦ hide(): void</div> <div>◦ pause(): void</div> <div>◦ render(float): void</div> <div>◦ show(): void</div> <div>◦ dispose(): void</div> <div>◦ resume(): void</div>

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<div>◦ getActivityList(): ArrayList<Activity></div> <div>◦ setName(String): void</div> <div>◦ newActivityList(ArrayList<Activity>): void</div> <div>◦ setLocation(Vector2): void</div> <div>◦ addActivity(int, int, int, String): void</div> <div>◦ getLocation(): Vector2</div> <div>◦ getName(): String</div> <div>◦ getActivity(int): Activity</div>

© LauncherClass
<div>◦ create(): void</div> <div>◦ dispose(): void</div> <div>◦ render(): void</div>

© MainMenuScreen
<div>◦ render(float): void</div> <div>◦ resume(): void</div> <div>◦ show(): void</div> <div>◦ dispose(): void</div> <div>◦ hide(): void</div> <div>◦ pause(): void</div> <div>◦ resize(int, int): void</div>

© PlayScreen
<div>◦ game(): void</div> <div>◦ resize(int, int): void</div> <div>◦ hide(): void</div> <div>◦ show(): void</div> <div>◦ dispose(): void</div> <div>◦ resume(): void</div> <div>◦ render(float): void</div> <div>◦ pause(): void</div>

© Player
<div>◦ setCollision(TiledMapTileLayer): void</div> <div>◦ eatDesire(): boolean</div> <div>◦ getEnergy(): int</div> <div>◦ update(float): void</div> <div>◦ keyDown(int): boolean</div> <div>◦ studyDesire(): boolean</div> <div>◦ draw(Batch, float): void</div> <div>◦ sleepDesire(): boolean</div> <div>◦ setInteraction(TiledMapTileLayer): void</div> <div>◦ playDesire(): boolean</div> <div>◦ touchCancelled(int, int, int, int): boolean</div> <div>◦ scrolled(float, float): boolean</div> <div>◦ isAction(): boolean</div> <div>◦ touchDown(int, int, int, int): boolean</div> <div>◦ mouseMoved(int, int): boolean</div> <div>◦ setEnergy(int): void</div> <div>◦ keyUp(int): boolean</div> <div>◦ keyTyped(char): boolean</div> <div>◦ touchUp(int, int, int, int): boolean</div> <div>◦ touchDragged(int, int, int): boolean</div> <div>◦ animate(Texture): void</div>

© Resources
<div>◦ load(): void</div>

© ScoreScreen
<div>◦ pause(): void</div> <div>◦ resume(): void</div> <div>◦ render(float): void</div> <div>◦ show(): void</div> <div>◦ resize(int, int): void</div> <div>◦ hide(): void</div> <div>◦ dispose(): void</div>

© Splash
<div>◦ resume(): void</div> <div>◦ pause(): void</div> <div>◦ render(float): void</div> <div>◦ resize(int, int): void</div> <div>◦ hide(): void</div> <div>◦ dispose(): void</div> <div>◦ show(): void</div>