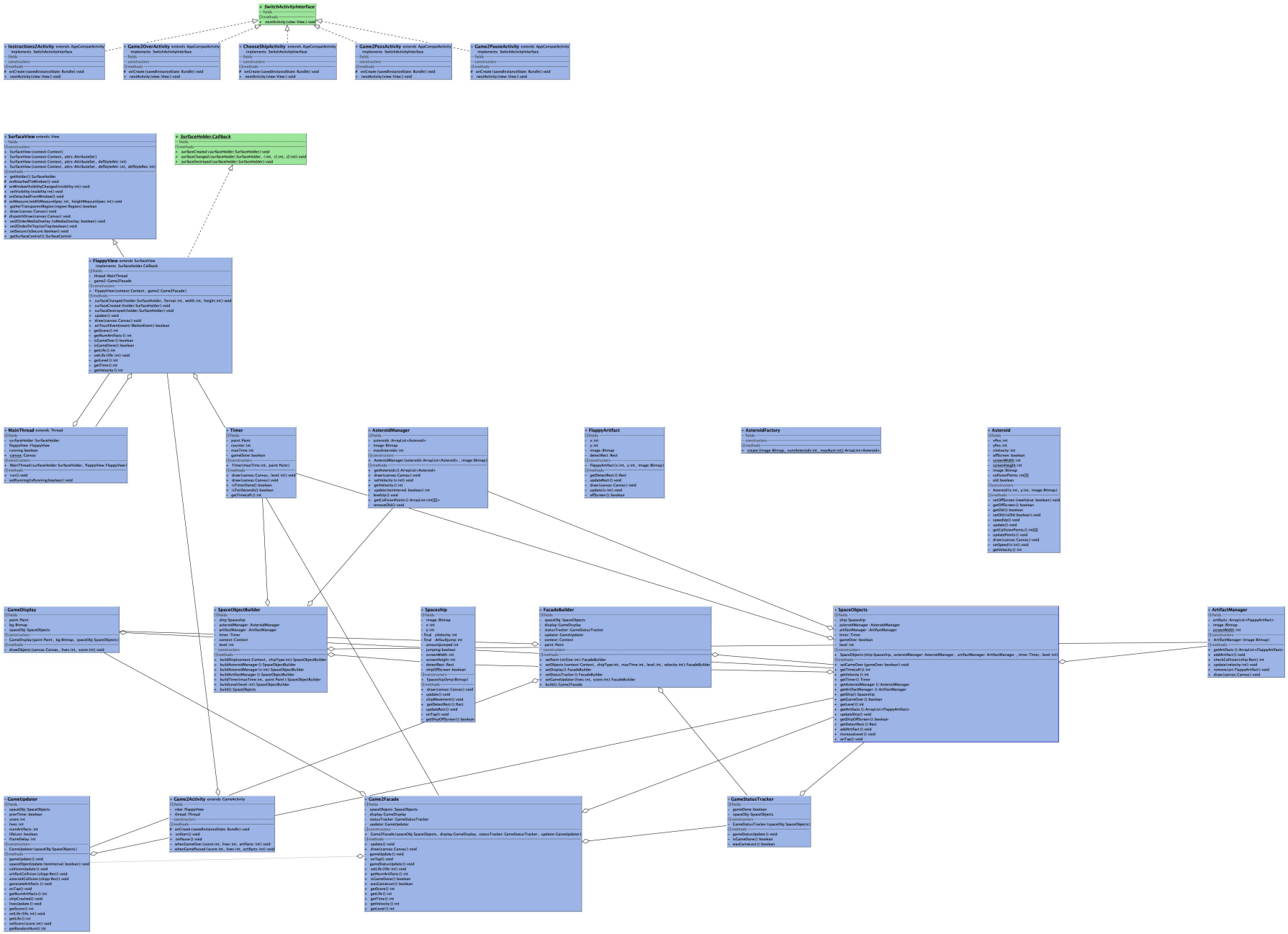
SwitchActivityInterface
fields
methods
nextActivity(view:View):void
Instructions2Activity extends AppCompatActivity
implements SwitchActivityInterface
fields
constructors
methods
onCreate(savedInstanceState: Bundle):void
nextActivity(view:View):void
Game2OverActivity extends AppCompatActivity
implements SwitchActivityInterface
fields
constructors
methods
onCreate(savedInstanceState: Bundle):void
nextActivity(view:View):void
ChooseShipActivity extends AppCompatActivity
implements SwitchActivityInterface
fields
constructors
methods
onCreate(savedInstanceState: Bundle):void
nextActivity(view:View):void
Game2PassActivity extends AppCompatActivity
implements SwitchActivityInterface
fields
constructors
methods
onCreate(savedInstanceState: Bundle):void
nextActivity(view:View):void
Game2PauseActivity extends AppCompatActivity
implements SwitchActivityInterface
fields
constructors
methods
onCreate(savedInstanceState: Bundle):void
nextActivity(view:View):void
SurfaceView extends View
fields
constructors
SurfaceView(context:Context)
SurfaceView(context:Context, attrs:AttributeSet)
SurfaceView(context:Context, attrs:AttributeSet, defStyleAttr:int)
SurfaceView(context:Context, attrs:AttributeSet, defStyleAttr:int, defStyleRes:int)
methods
getHolder():SurfaceHolder
onAttachedToWindow():void
onWindowVisibilityChanged(visibility:int):void
setVisibility(visibility:int):void
onDetachedFromWindow():void
onMeasure(widthMeasureSpec:int, heightMeasureSpec:int):void
gatherTransparentRegion(region:Region):boolean
draw(canvas:Canvas):void
dispatchDraw(canvas:Canvas):void
setZOrderMediaOverlay(isMediaOverlay:boolean):void
setZOrderOnTop(onTop:boolean):void
setSecure(isSecure:boolean):void
getSurfaceControl():SurfaceControl
SurfaceHolder.Callback
fields
methods
surfaceCreated(surfaceHolder:SurfaceHolder):void
surfaceChanged(surfaceHolder:SurfaceHolder, f:int, i2:int, i3:int):void
surfaceDestroyed(surfaceHolder:SurfaceHolder):void
FlappyView extends SurfaceView
implements SurfaceHolder.Callback
fields
thread:MainThread
game2:Game2Facade
constructors
FlappyView(context:Context, game2:Game2Facade)
methods
surfaceChanged(holder:SurfaceHolder, format:int, width:int, height:int):void
surfaceCreated(holder:SurfaceHolder):void
surfaceDestroyed(holder:SurfaceHolder):void
update():void
draw(canvas:Canvas):void
onTouchEvent(event:MotionEvent):boolean
getScore():int
getNumArtifacts():int
isGameOver():boolean
isPause():boolean
getLife():int
setLife(life:int):void
getLevel():int
getTime():int
getVelocity():int
MainThread extends Thread
fields
surfaceHolder:SurfaceHolder
flappyView:FlappyView
running:boolean
canvas:Canvas
constructors
MainThread(surfaceHolder:SurfaceHolder, flappyView:FlappyView)
methods
run():void
setRunning(isRunning:boolean):void
Timer
fields
paint:Paint
counter:int
maxTime:int
gameOver:boolean
constructors
Timer(maxTime:int, paint:Paint)
methods
draw(canvas:Canvas, level:int):void
draw(canvas:Canvas):void
isTimerDone():boolean
isTenSeconds():boolean
getTimeLeft():int
AsteroidManager
fields
asteroids:ArrayList<Asteroid>
image:Bitmap
maxAsteroids:int
constructors
AsteroidManager(asteroids:ArrayList<Asteroid>, image:Bitmap)
methods
getAsteroids():ArrayList<Asteroid>
draw(canvas:Canvas):void
setVelocity(v:int):void
getVelocity():int
update(tenInterval:boolean):int
levelUp():void
getCollisionPoints():ArrayList<int[][]>
removeOld():void
FlappyArtifact
fields
x:int
y:int
image:Bitmap
detectRect:Rect
constructors
FlappyArtifact(x:int, y:int, image:Bitmap)
methods
getDetectRect():Rect
updateRect():void
draw(canvas:Canvas):void
update(v:int):void
offScreen():boolean
AsteroidFactory
fields
constructors
methods
create(image:Bitmap, numAsteroids:int, maxNum:int):ArrayList<Asteroid>
Asteroid
fields
xPos:int
yPos:int
xVelocity:int
offScreen:boolean
screenWidth:int
screenHeight:int
image:Bitmap
collisionPoints:int[][]
old:boolean
constructors
Asteroid(x:int, y:int, image:Bitmap)
methods
setOffScreen(newValue:boolean):void
getOffScreen():boolean
getOld():boolean
setOld(isOld:boolean):void
speedUp():void
update():void
getCollisionPoints():int[][]
updatePoints():void
draw(canvas:Canvas):void
setSpeed(v:int):void
getVelocity():int
GameDisplay
fields
paint:Paint
bg:Bitmap
spaceObj:SpaceObjects
constructors
GameDisplay(paint:Paint, bg:Bitmap, spaceObj:SpaceObjects)
methods
drawObjects(canvas:Canvas, lives:int, score:int):void
SpaceObjectBuilder
fields
ship:Spaceship
asteroidManager:AsteroidManager
artifactManager:ArtifactManager
timer:Timer
context:Context
level:int
constructors
methods
buildObject(context:Context, shipType:int):SpaceObjectBuilder
buildAsteroidManager():SpaceObjectBuilder
buildAsteroidManager(v:int):SpaceObjectBuilder
buildArtifactManager():SpaceObjectBuilder
buildTimer(maxTime:int, paint:Paint):SpaceObjectBuilder
buildLevel(level:int):SpaceObjectBuilder
build():SpaceObjects
Spaceship
fields
image:Bitmap
x:int
y:int
final yVelocity:int
final defaultJump:int
amountJumped:int
jumping:boolean
screenWidth:int
screenHeight:int
detectRect:Rect
shipOffScreen:boolean
constructors
Spaceship(image:Bitmap)
methods
draw(canvas:Canvas):void
update():void
shipMovement():void
getDetectRect():Rect
updateRect():void
onTap():void
getShipOffScreen():boolean
FacadeBuilder
fields
spaceObj:SpaceObjects
display:GameDisplay
statusTracker:GameStatusTracker
updator:GameUpdator
context:Context
paint:Paint
constructors
methods
setPaint(strSize:int):FacadeBuilder
setObjects(context:Context, shipType:int, maxTime:int, level:int, velocity:int):FacadeBuilder
setDisplay():FacadeBuilder
setStatusTracker():FacadeBuilder
setGameUpdator(lives:int, score:int):FacadeBuilder
build():Game2Facade
SpaceObjects
fields
ship:Spaceship
asteroidManager:AsteroidManager
artifactManager:ArtifactManager
timer:Timer
gameOver:boolean
level:int
constructors
SpaceObjects(ship:Spaceship, asteroidManager:AsteroidManager, artifactManager:ArtifactManager, timer:Timer, level:int)
methods
setGameOver(gameOver:boolean):void
getTimeLeft():int
getVelocity():int
getTimer():Timer
getAsteroidManager():AsteroidManager
getArtifactManager():ArtifactManager
getShip():Spaceship
getGameOver():boolean
getLevel():int
getArtifacts():ArrayList<FlappyArtifact>
updateShip():void
getShipOffScreen():boolean
getDetectRect():Rect
addArtifact():void
increaseLevel():void
onTap():void
ArtifactManager
fields
artifacts:ArrayList<FlappyArtifact>
image:Bitmap
screenWidth:int
constructors
ArtifactManager(image:Bitmap)
methods
getArtifacts():ArrayList<FlappyArtifact>
addArtifact():void
checkCollision(ship:Rect):int
update(velocity:int):void
remove(art:FlappyArtifact):void
draw(canvas:Canvas):void
GameUpdator
fields
spaceObj:SpaceObjects
prevTime:boolean
score:int
lives:int
numArtifacts:int
lifeLost:boolean
frameDelay:int
constructors
GameUpdator(spaceObj:SpaceObjects)
methods
gameUpdate():void
spaceObjectUpdate(tenInterval:boolean):void
collisionUpdate():void
artifactCollision(ship:Rect):void
asteroidCollision(ship:Rect):void
generateArtifacts():void
onTap():void
getNumArtifacts():int
shipCrashed():void
livesUpdate():void
getScore():int
setLife(life:int):void
getLife():int
setScore(score:int):void
getRandomNum():int
Game2Activity extends GameActivity
fields
view:FlappyView
thread:Thread
constructors
methods
onCreate(savedInstanceState: Bundle):void
onStart():void
onPause():void
whenGameOver(score:int, lives:int, artifacts:int):void
whenGamePassed(score:int, lives:int, artifacts:int):void
Game2Facade
fields
spaceObjects:SpaceObjects
display:GameDisplay
statusTracker:GameStatusTracker
updator:GameUpdator
constructors
Game2Facade(spaceObj:SpaceObjects, display:GameDisplay, statusTracker:GameStatusTracker, updator:GameUpdator)
methods
update():void
draw(canvas:Canvas):void
gameUpdate():void
onTap():void
gameStatusUpdate():void
setLife(life:int):void
getNumArtifacts():int
isGameDone():boolean
wasGameLost():boolean
getScore():int
getLife():int
getTime():int
getVelocity():int
getLevel():int
GameStatusTracker
fields
gameDone:boolean
spaceObj:SpaceObjects
constructors
GameStatusTracker(spaceObj:SpaceObjects)
methods
gameStatusUpdate():void
isGameDone():boolean
wasGameLost():boolean