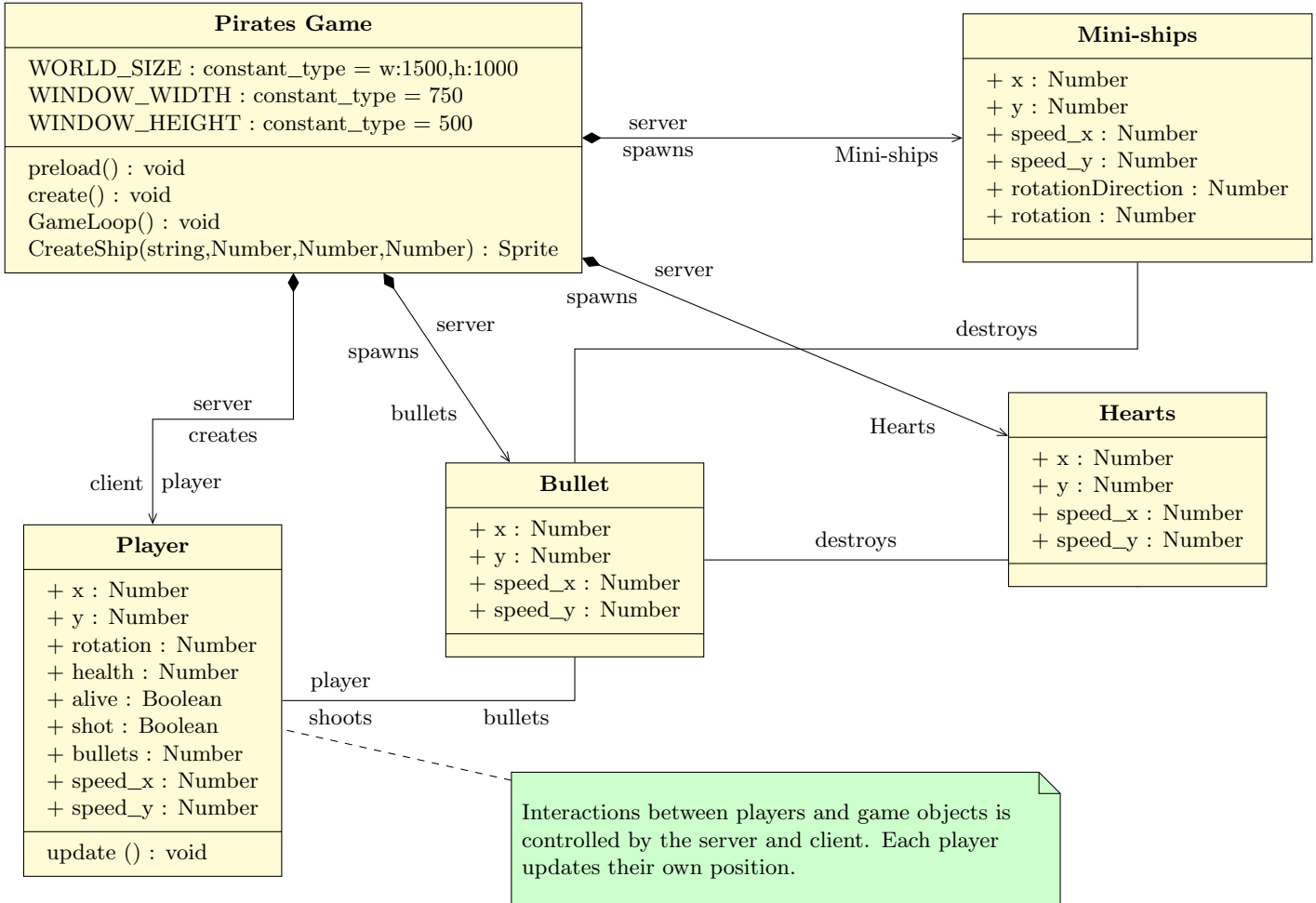
Pirates Game
WORLD_SIZE : constant_type = w:1500,h:1000
WINDOW_WIDTH : constant_type = 750
WINDOW_HEIGHT : constant_type = 500
preload() : void
create() : void
GameLoop() : void
CreateShip(string,Number,Number,Number) : Sprite
server
spawns
Mini-ships
Mini-ships
+ x : Number
+ y : Number
+ speed_x : Number
+ speed_y : Number
+ rotationDirection : Number
+ rotation : Number
server
spawns
destroys
server
spawns
bullets
server
creates
client
player
Hearts
Hearts
+ x : Number
+ y : Number
+ speed_x : Number
+ speed_y : Number
Bullet
+ x : Number
+ y : Number
+ speed_x : Number
+ speed_y : Number
destroys
Player
+ x : Number
+ y : Number
+ rotation : Number
+ health : Number
+ alive : Boolean
+ shot : Boolean
+ bullets : Number
+ speed_x : Number
+ speed_y : Number
update () : void
player
shoots
bullets
Interactions between players and game objects is controlled by the server and client. Each player updates their own position.