

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

Mini-ships

+ x : Number
+ y : Number
+ speed_x : Number
+ speed_y : Number
+ rotationDirection : Number
+ rotation : Number

server

spawns

Mini-ships

server

spawns

destroys

spawns

server

bullets

server

creates

client

player

Player

+ x : Number
+ y : Number
+ rotation : Number
+ health : Number
+ alive : Boolean
+ shot : Boolean
+ bullets : Number
+ speed_x : Number
+ speed_y : Number

update () : void

Bullet

+ x : Number
+ y : Number
+ speed_x : Number
+ speed_y : Number

Hearts

destroys

Hearts

+ x : Number
+ y : Number
+ speed_x : Number
+ speed_y : Number

player

shoots

bullets

Interactions between players and game objects is controlled by the server and client. Each player updates their own position.