|  |  |
| --- | --- |
| Ikmal Hazim Rasyad Bin Abdul Karim  17007587 | Faliq Aldy Tan  18000809 |

|  |
| --- |
| Clear |
|  |
| Clear():public Clear |

|  |
| --- |
| Enemy |
|  |
| Enemy(): public Enemy |

|  |
| --- |
| Enemy2 |
|  |
| Enemy2():public Enemy2 |

|  |
| --- |
| Explosion |
|  |
| Explosion():public Explosion |

|  |
| --- |
| Gamecore |
| playerX:int[]  playerY:int[]  enemyX:int[]  enemyY:int[]  enemy2X:int[]  enemy2Y:int[]  shotX:int[]  shotY:int[]  shot2X:int[]  shot2Y:int[]  random:int[]  shotpX:int[]  shotpY:int[]  count:int[]  kill:int[]  kill2:int[]  count2:int[]  exit:int[]  winning:int[]  losing:int[] |
| Init(GraphicsContext gc):void  Animate(GraphicsContext gc, time:int, Arraylist input):void  mouseClick(MouseEvent e):void  mouseMoved(MouseEvent e):void |

|  |
| --- |
| GameOver |
|  |
| GameOver(): public GameOver |

|  |
| --- |
| Player |
|  |
| Player(): public Player |

|  |
| --- |
| PlayerShot |
|  |
| PlayerShot(): public PlayerShot |

|  |
| --- |
| Shot |
|  |
| Shot(): public Shot |

|  |
| --- |
| WinGame |
|  |
| WinGame(): public WinGame |

|  |
| --- |
| Configs |
| appTitle:String[]  appWidth:int[]  appHeight:int[]  musicPath:String[] |
|  |

|  |
| --- |
| GameText |
| text:String[]  fillColor:Color[]  strokeColor:Color[] |
| GameText(fillColor:Color, strokeColor:Color):  getText():String  setText(GraphicsContext gc, text:String, fontSize:int, xPos:int, yPos:int):void |

|  |
| --- |
| Sprite |
| xpos:int[]  ypos:int[]  imgPath:String[] |
| resize(factor:double):void  resize(width:int, height:int):void  render(GraphicsContext gc, x:int, y:int):void  changeImage(imgPath:String):void  soundEffect(effetcPath:String):void  getBoundary(): getBoundary Sprite  collide(sprite:Sprite):Boolean |

|  |
| --- |
| Main |
|  |
| main(String[] args):static void  Start(primaryStage:Stage):void |