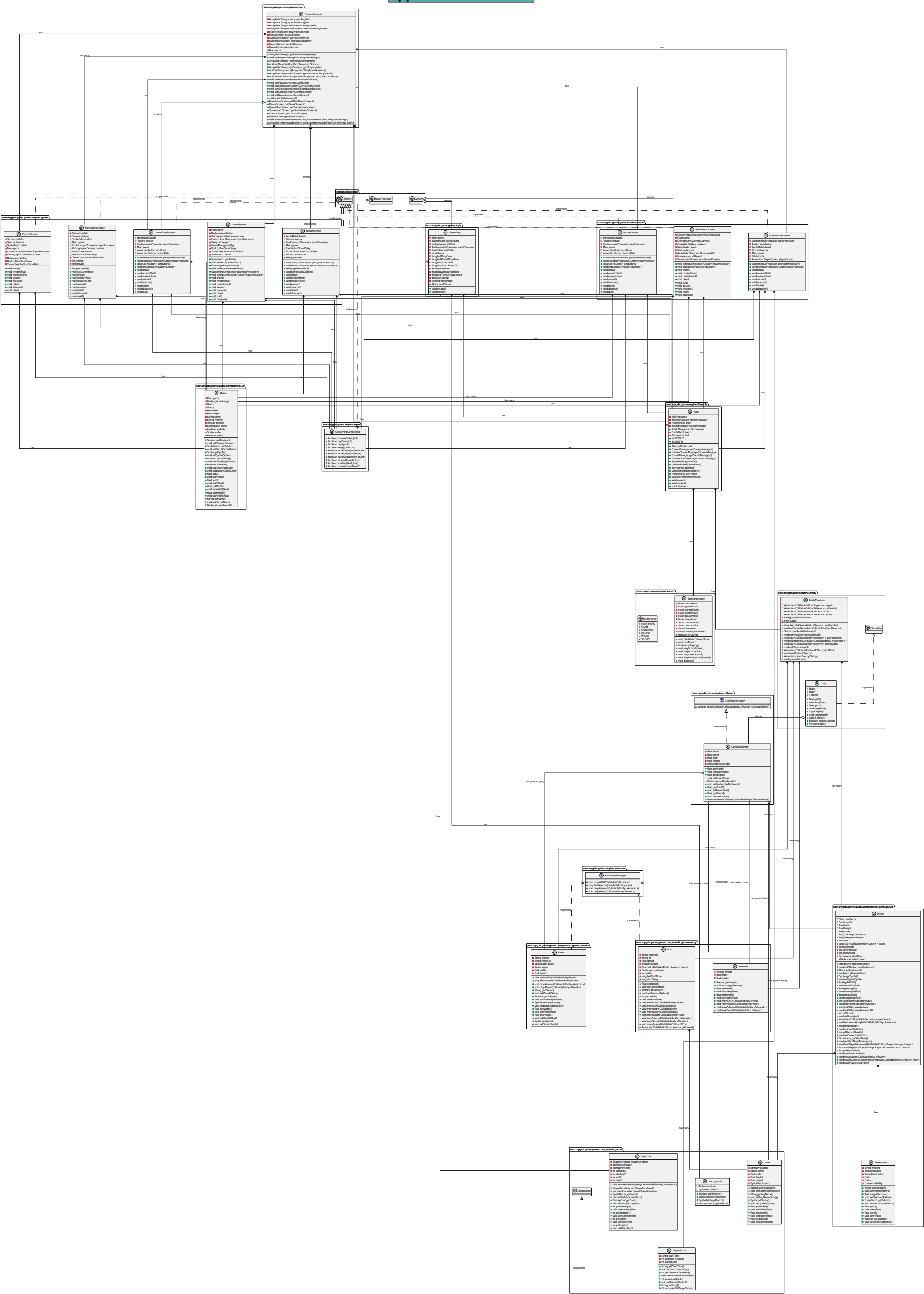
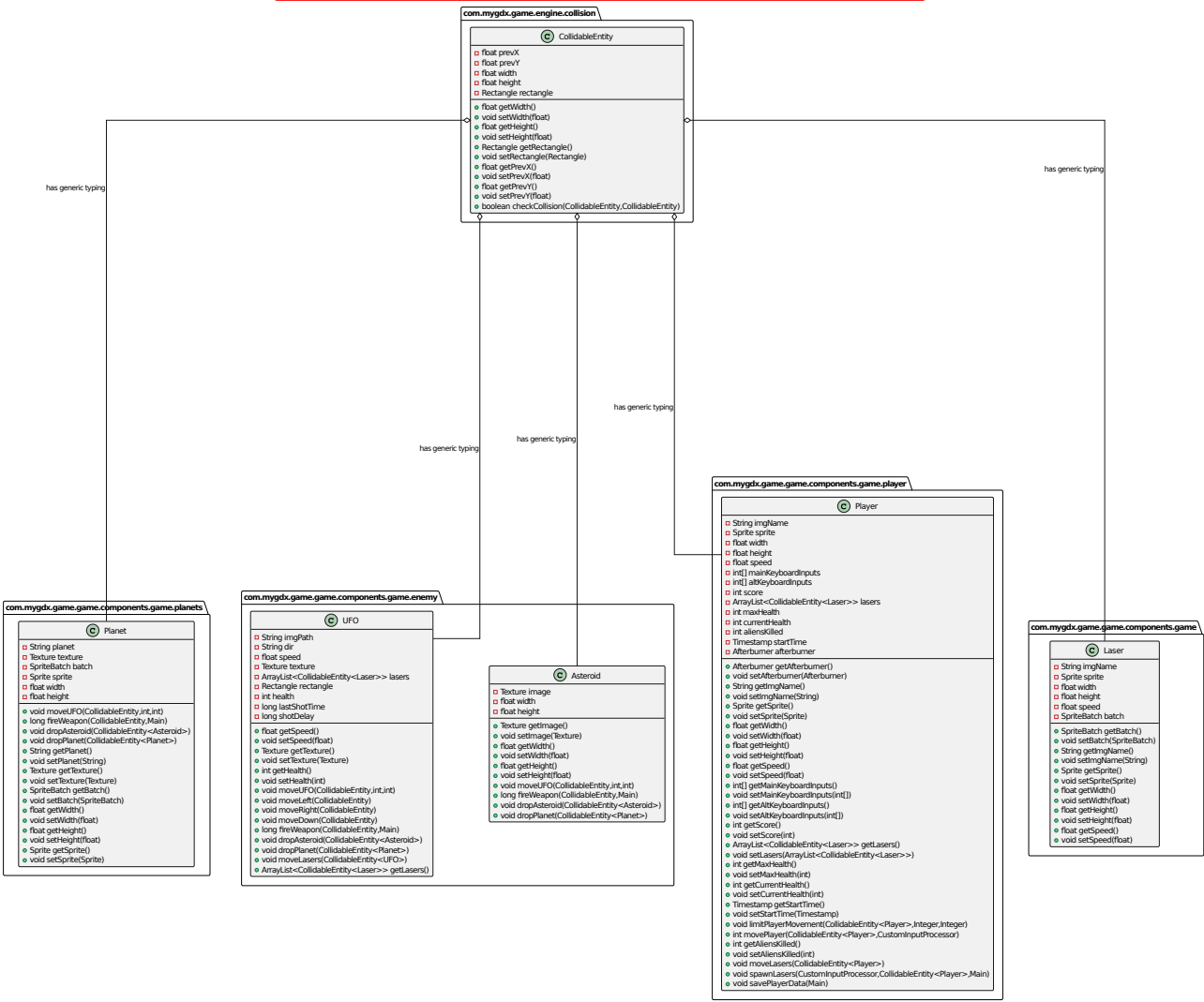


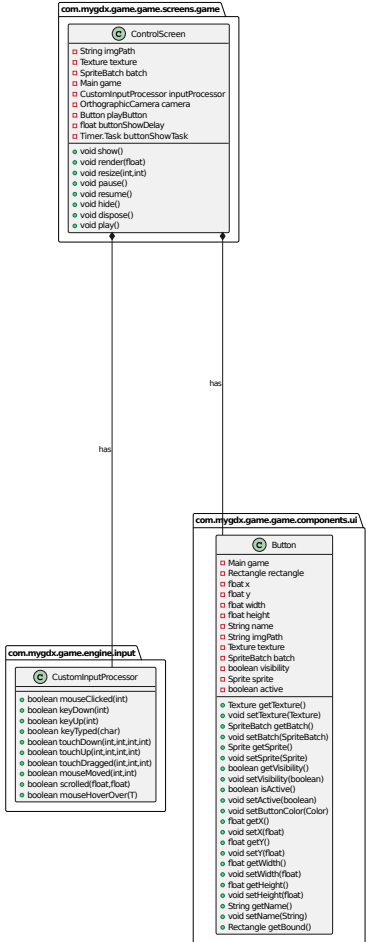
Appendix A - All Classes



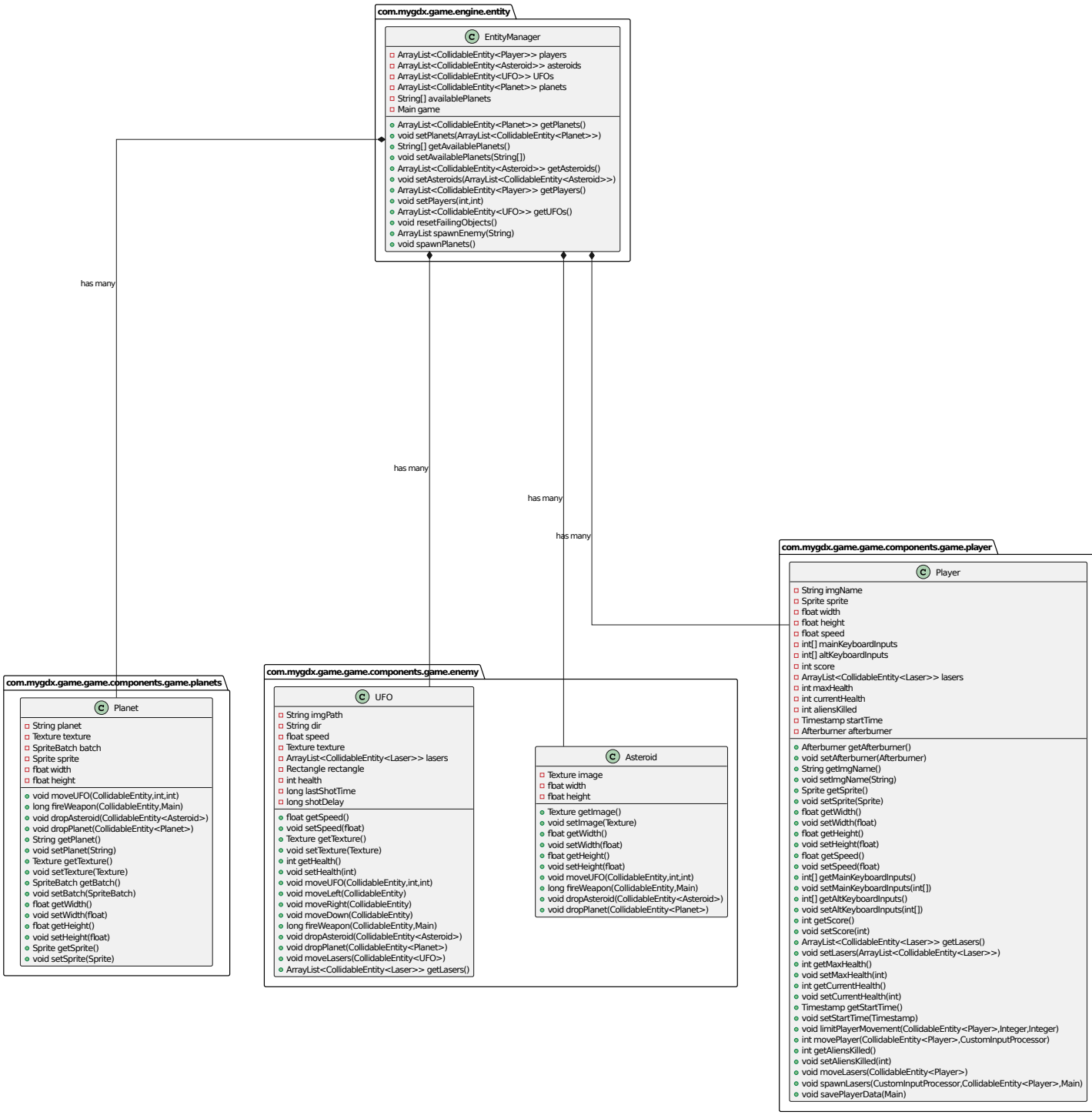
Appendix C - CollidableEntity Class Generic Typing Relations



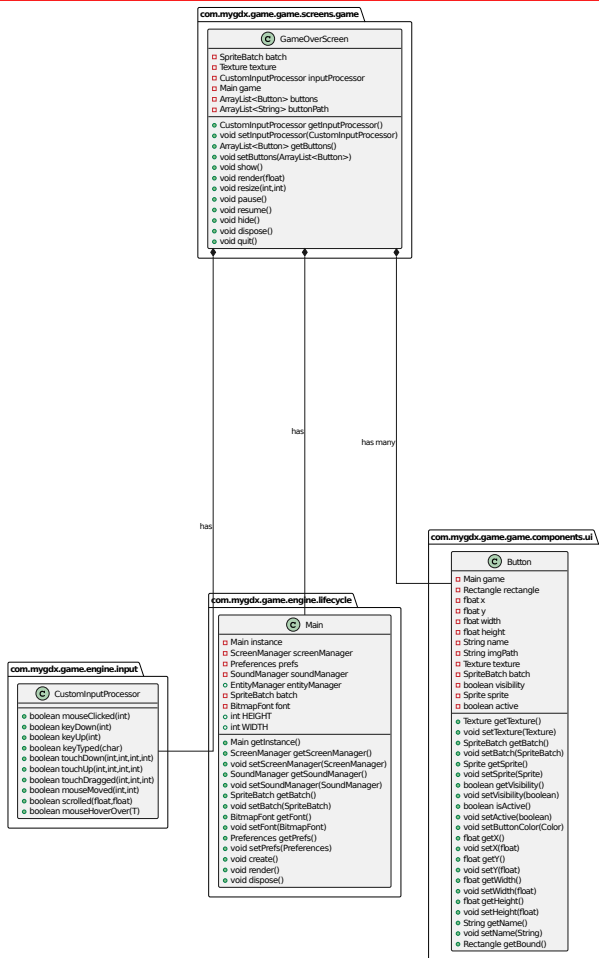
Appendix D - ControlScreen Class Composition Relations



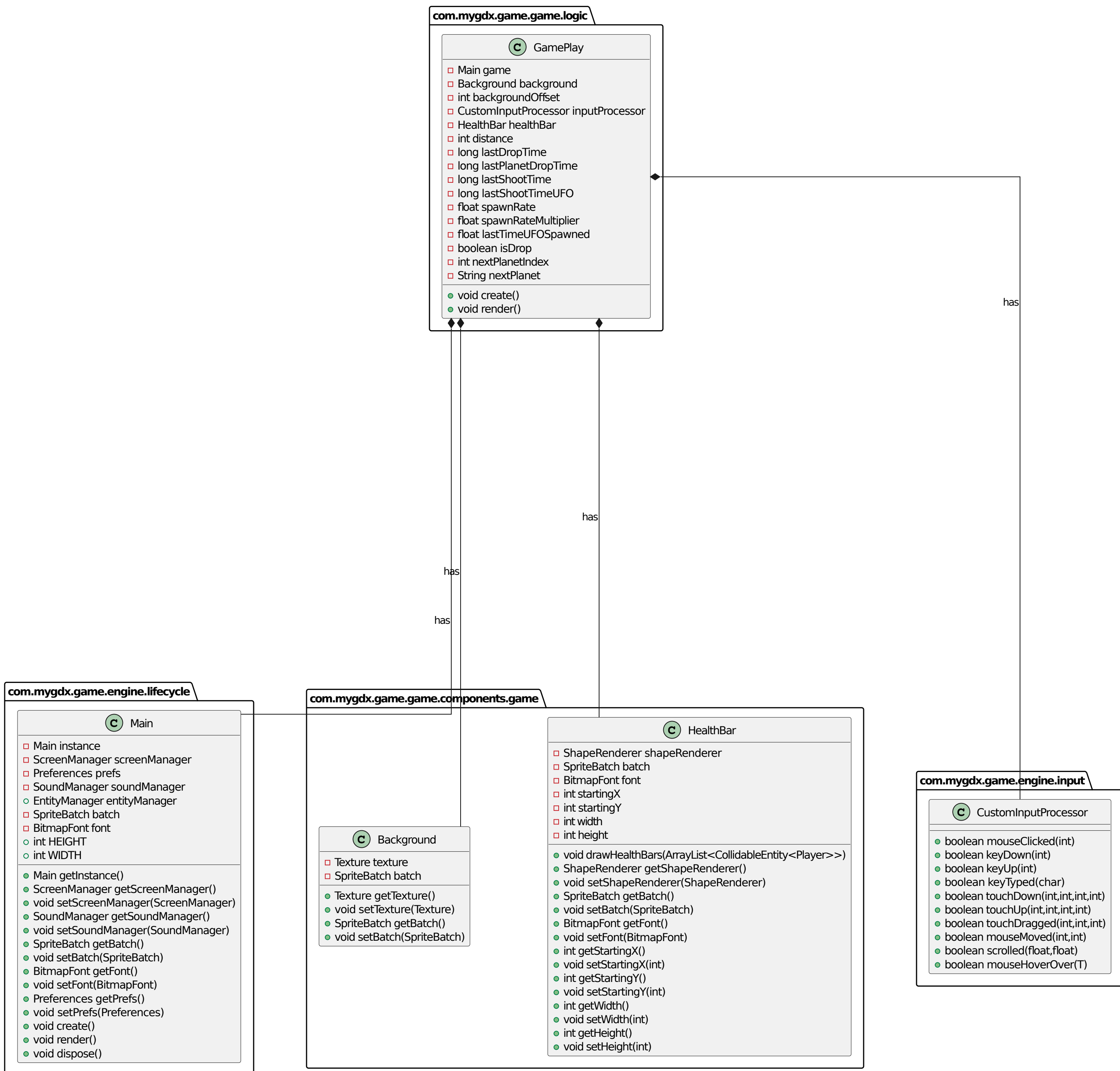
Appendix E - EntityManager Class Composition Relations



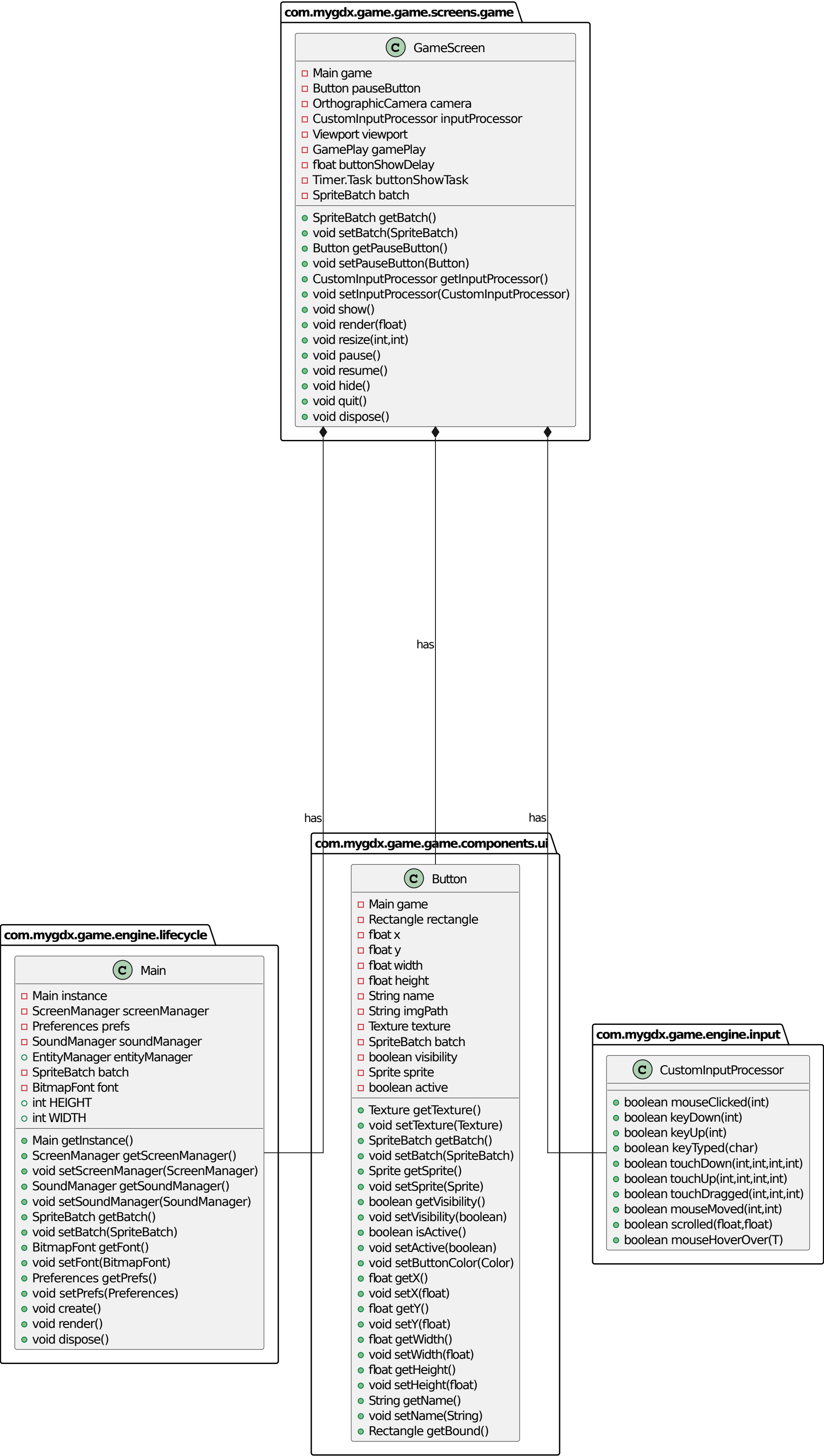
Appendix F - GameOverScreen Class Composition Relations



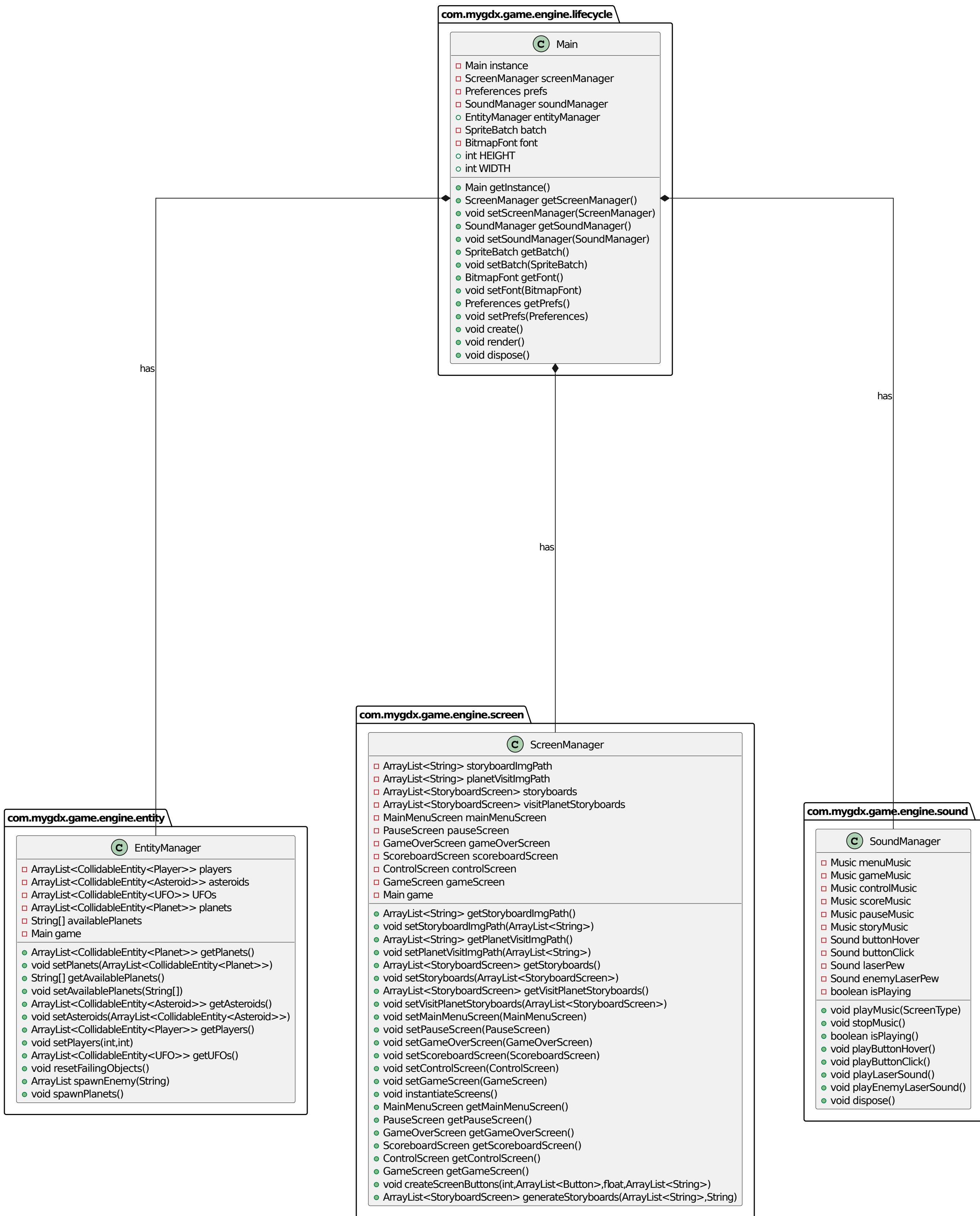
Appendix G - Gameplay Class Composition Relations



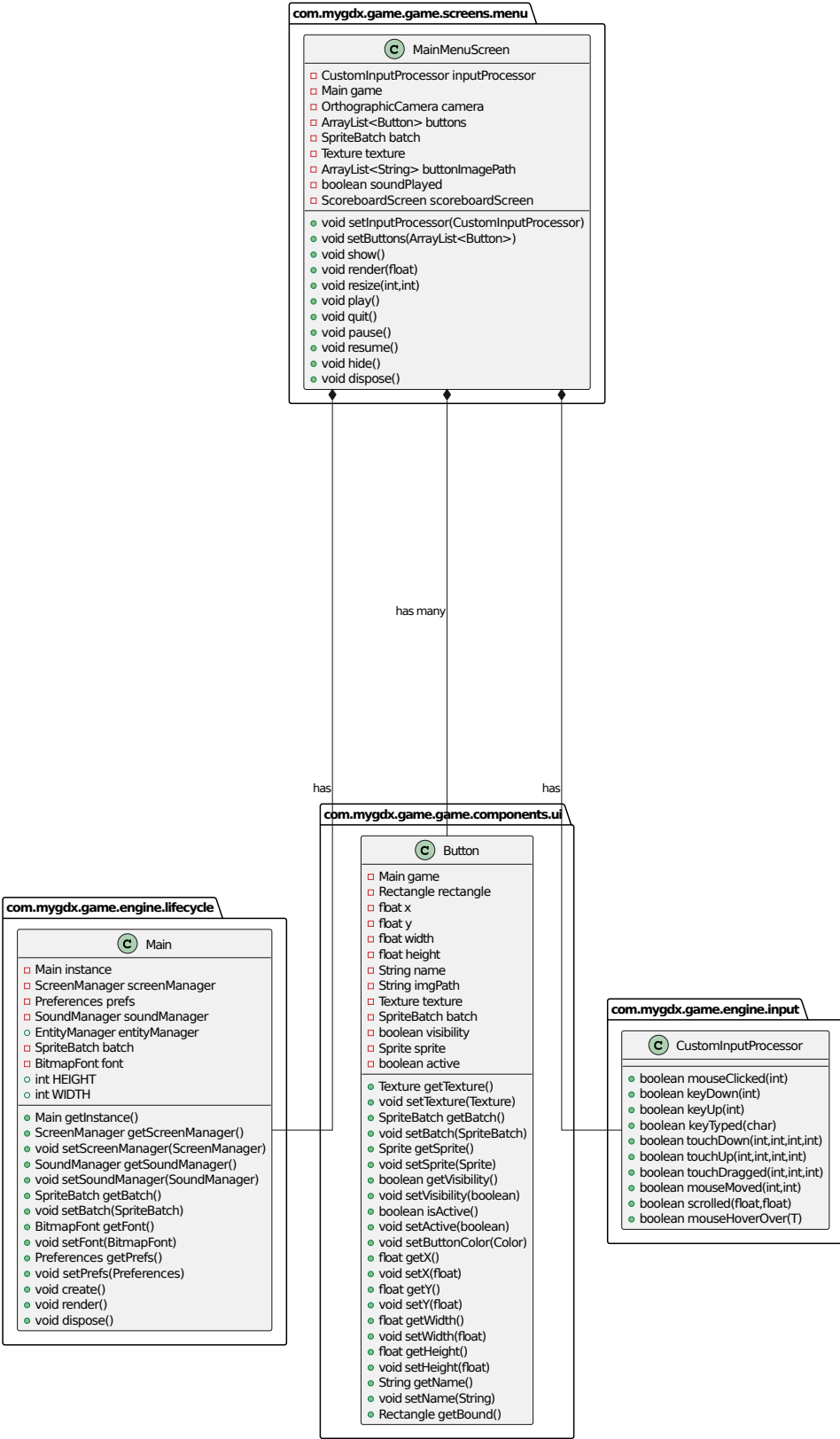
Appendix H - GameScreen Class Composition Relations



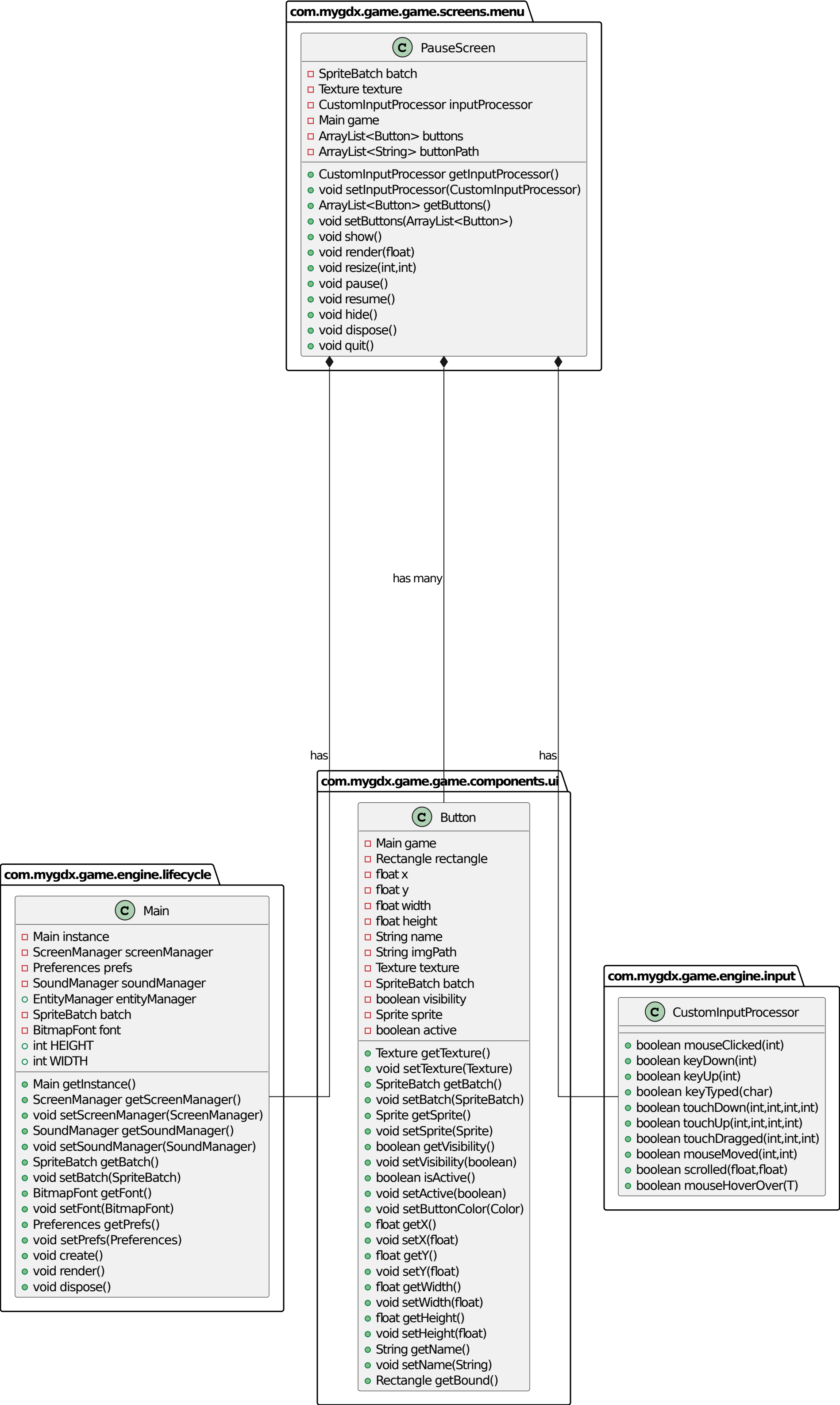
Appendix I - Main Class Composition Relations



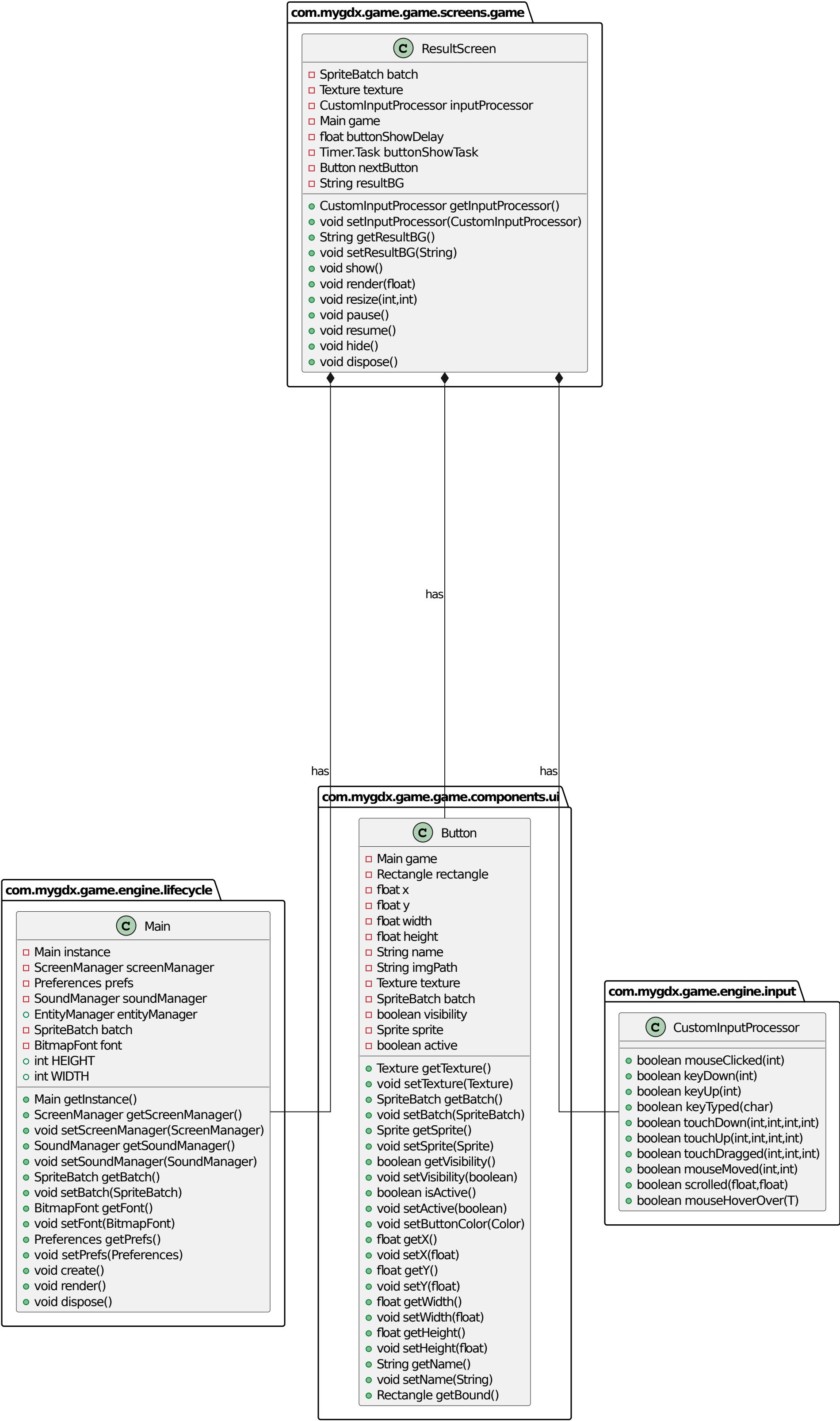
Appendix J - MainMenuScreen Class Composition Relations



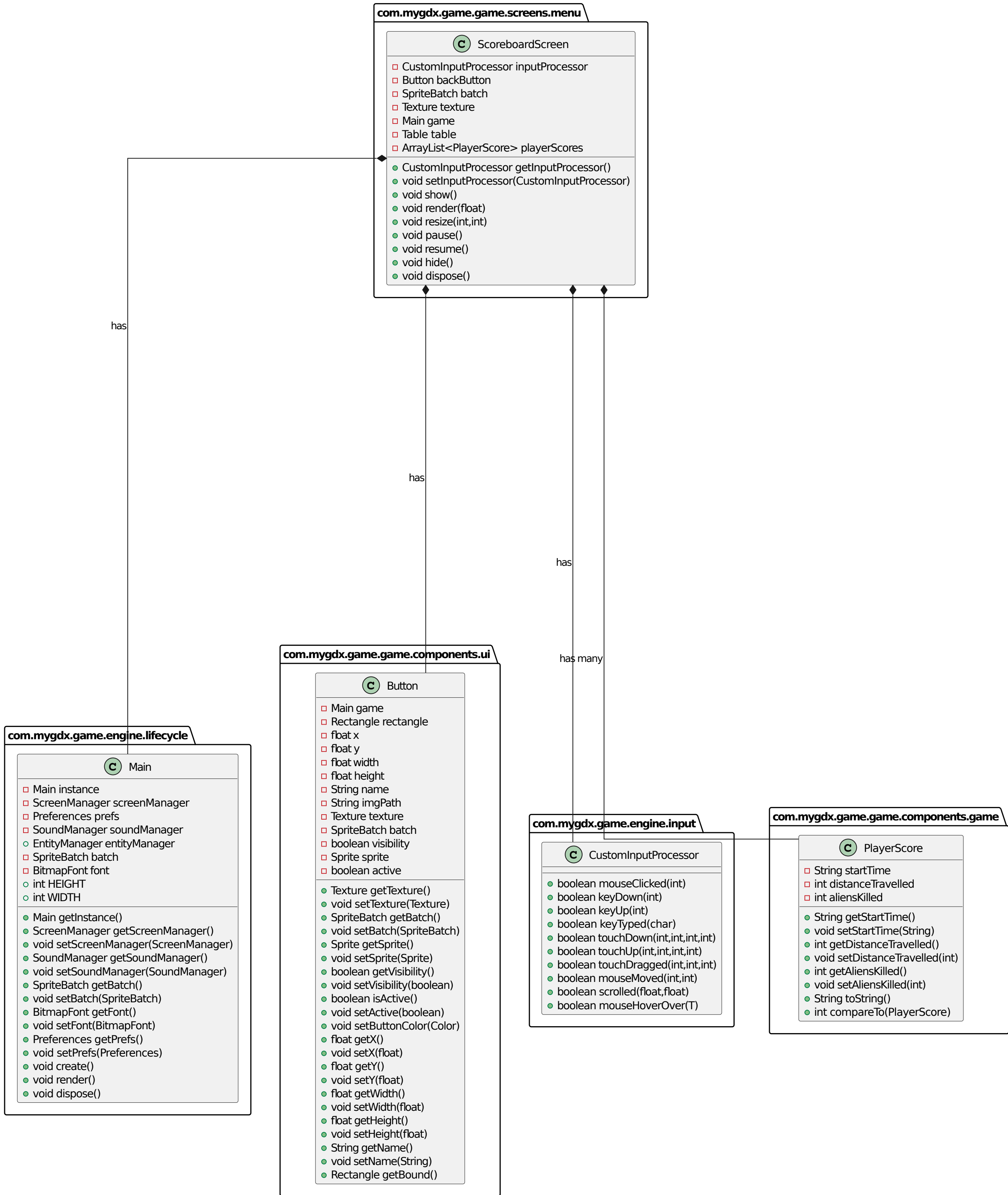
Appendix K - PauseScreen Class Composition Relations



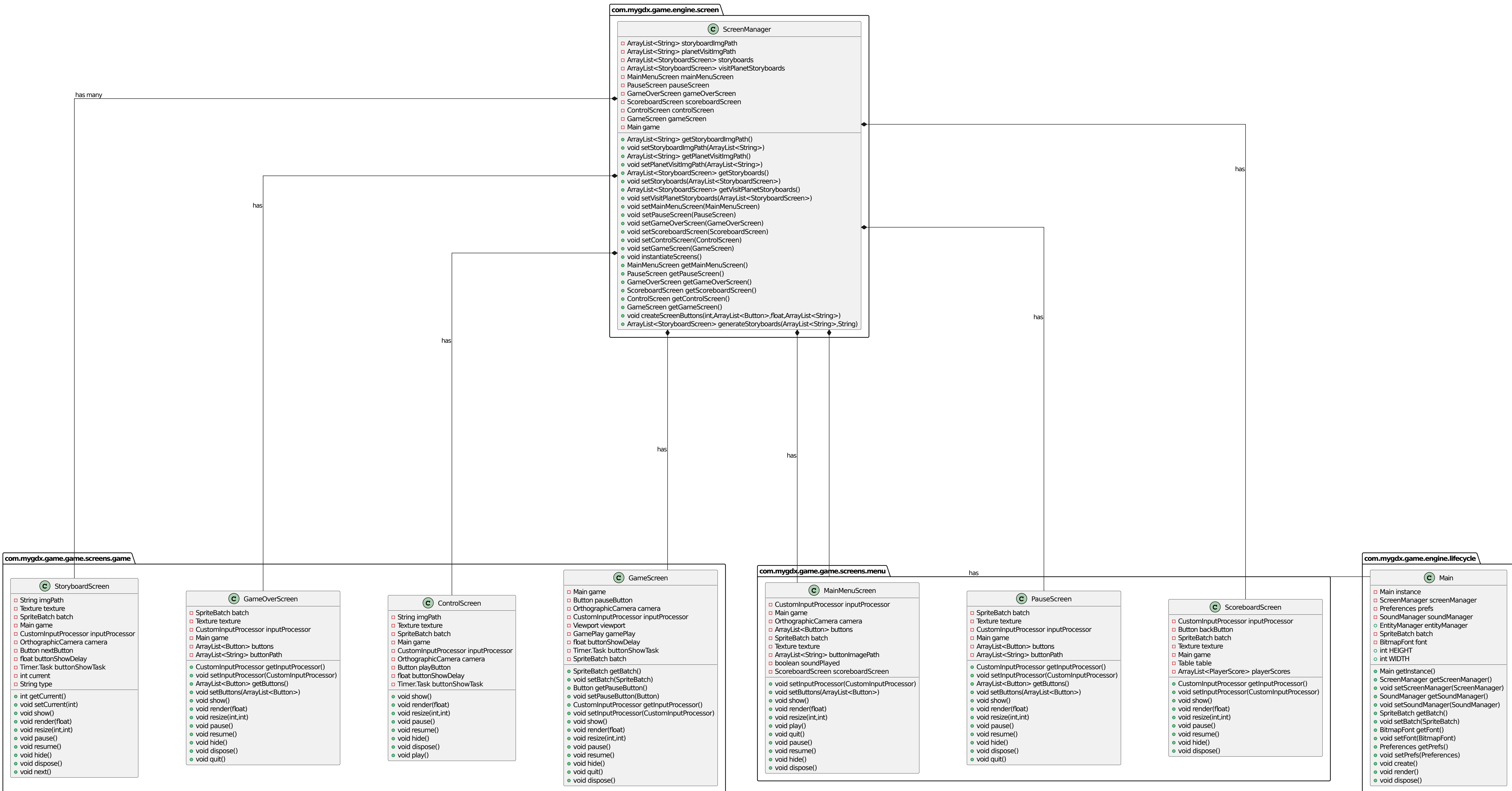
Appendix L - ResultScreen Class Composition Relations



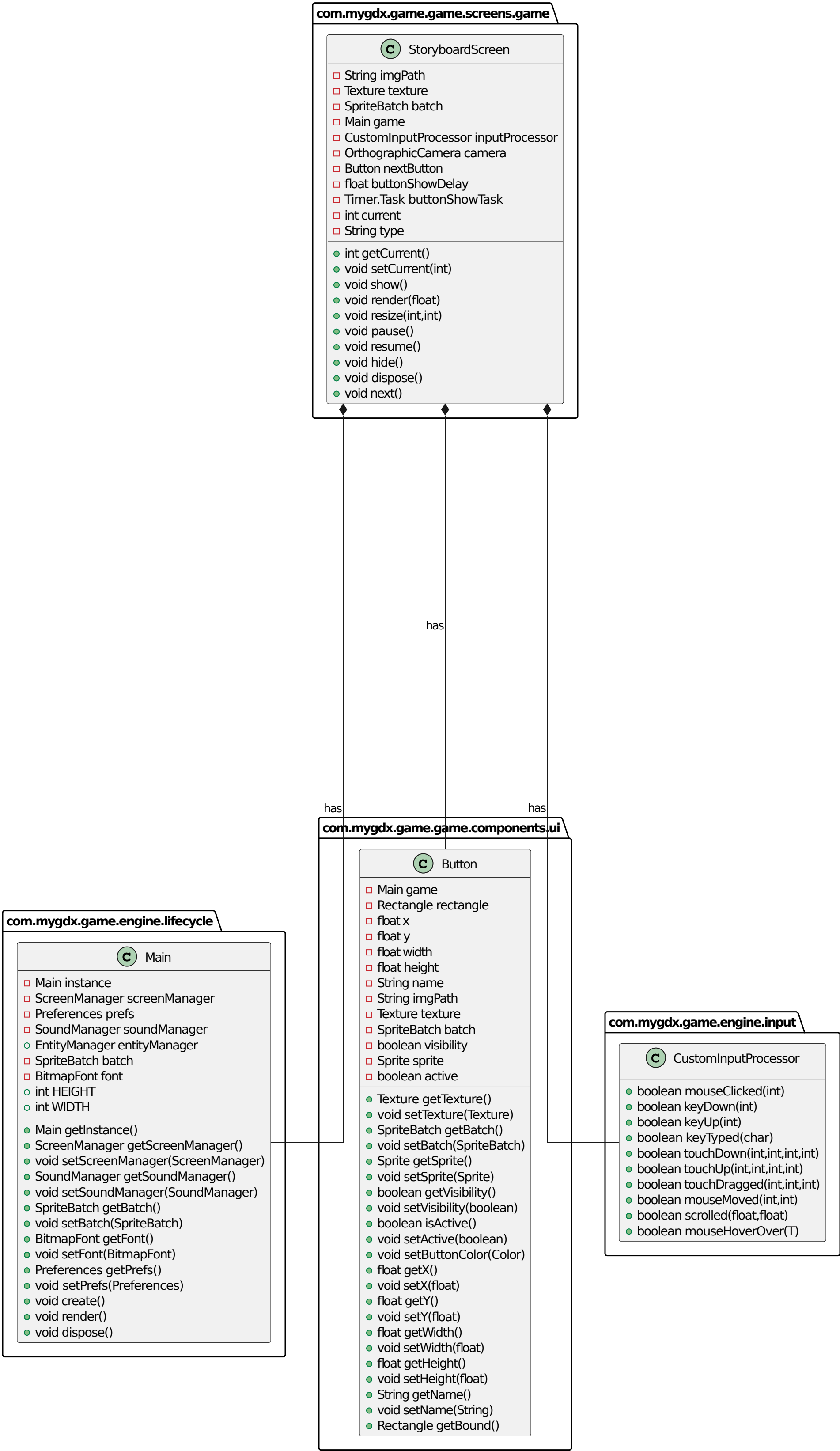
Appendix M - ScoreboardScreen Class Composition Relations



Appendix N - ScreenManager Class Composition Relations



Appendix O - StoryboardScreen Class Composition Relations



Appendix P - UFO / Player Class Composition Relations

com.mygdx.game.game.components.game.enemy

UFO

- String imgPath
- String dir
- float speed
- Texture texture
- ArrayList<CollidableEntity<Laser>> lasers
- Rectangle rectangle
- int health
- long lastShotTime
- long shotDelay

- float getSpeed()
- void setSpeed(float)
- Texture getTexture()
- void setTexture(Texture)
- int getHealth()
- void setHealth(int)
- void moveUFO(CollidableEntity,int,int)
- void moveLeft(CollidableEntity)
- void moveRight(CollidableEntity)
- void moveDown(CollidableEntity)
- long fireWeapon(CollidableEntity,Main)
- void dropAsteroid(CollidableEntity<Asteroid>)
- void dropPlanet(CollidableEntity<Planet>)
- void moveLasers(CollidableEntity<UFO>)
- ArrayList<CollidableEntity<Laser>> getLasers()

com.mygdx.game.game.components.game.player

Player

- String imgName
- Sprite sprite
- float width
- float height
- float speed
- int[] mainKeyboardInputs
- int[] altKeyboardInputs
- int score
- ArrayList<CollidableEntity<Laser>> lasers
- int maxHealth
- int currentHealth
- int aliensKilled
- Timestamp startTime
- Afterburner afterburner

- Afterburner getAfterburner()
- void setAfterburner(Afterburner)
- String getImgName()
- void setImgName(String)
- Sprite getSprite()
- void setSprite(Sprite)
- float getWidth()
- void setWidth(float)
- float getHeight()
- void setHeight(float)
- float getSpeed()
- void setSpeed(float)
- int[] getMainKeyboardInputs()
- void setMainKeyboardInputs(int[])
- int[] getAltKeyboardInputs()
- void setAltKeyboardInputs(int[])
- int getScore()
- void setScore(int)
- ArrayList<CollidableEntity<Laser>> getLasers()
- void setLasers(ArrayList<CollidableEntity<Laser>>)
- int getMaxHealth()
- void setMaxHealth(int)
- int getCurrentHealth()
- void setCurrentHealth(int)
- Timestamp getStartTime()
- void setStartTime(Timestamp)
- void limitPlayerMovement(CollidableEntity<Player>,Integer,Integer)
- int movePlayer(CollidableEntity<Player>,CustomInputProcessor)
- int getAliensKilled()
- void setAliensKilled(int)
- void moveLasers(CollidableEntity<Player>)
- void spawnLasers(CustomInputProcessor,CollidableEntity<Player>,Main)
- void savePlayerData(Main)

com.mygdx.game.game.components.game

Laser

- String imgName
- Sprite sprite
- float width
- float height
- float speed
- SpriteBatch batch

- SpriteBatch getBatch()
- void setBatch(SpriteBatch)
- String getImgName()
- void setImgName(String)
- Sprite getSprite()
- void setSprite(Sprite)
- float getWidth()
- void setWidth(float)
- float getHeight()
- void setHeight(float)
- float getSpeed()
- void setSpeed(float)

Afterburner

- String imgPath
- Texture texture
- SpriteBatch batch
- float x
- float y
- boolean visibility

- String getImgPath()
- void setImgPath(String)
- Texture getTexture()
- void setTexture(Texture)
- SpriteBatch getBatch()
- void setBatch(SpriteBatch)
- float getX()
- void setX(float)
- float getY()
- void setY(float)
- boolean getVisibility()
- void setVisibility(boolean)

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