Appendix H - GameScreen Class Composition Relations

com.mygdx.game.game.screens.game

GameScreen

- □ Main game
- □ Button pauseButton
- □ OrthographicCamera camera
- □ CustomInputProcessor inputProcessor
- □ Viewport viewport
- □ GamePlay gamePlay
- □ float buttonShowDelay
- □ Timer.Task buttonShowTask
- □ SpriteBatch batch

- ○ SpriteBatch getBatch()
- ○ void setBatch(SpriteBatch)
- ○ Button getPauseButton()
- ○ void setPauseButton(Button)
- ○ CustomInputProcessor getInputProcessor()
- ○ void setInputProcessor(CustomInputProcessor)
- ○ void show()
- ○ void render(float)
- ○ void resize(int,int)
- ○ void pause()
- ○ void resume()
- ○ void hide()
- ○ void quit()
- ○ void dispose()

has

has

has

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Button

- □ Main game
- □ Rectangle rectangle
- □ float x
- □ float y
- □ float width
- □ float height
- □ String name
- □ String imgPath
- □ Texture texture
- □ SpriteBatch batch
- □ boolean visibility
- □ Sprite sprite
- □ boolean active

- ○ Texture getTexture()
- ○ void setTexture(Texture)
- ○ SpriteBatch getBatch()
- ○ void setBatch(SpriteBatch)
- ○ Sprite getSprite()
- ○ void setSprite(Sprite)
- ○ boolean getVisibility()
- ○ void setVisibility(boolean)
- ○ boolean isActive()
- ○ void setActive(boolean)
- ○ void setButtonColor(Color)
- ○ float getX()
- ○ void setX(float)
- ○ float getY()
- ○ void setY(float)
- ○ float getWidth()
- ○ void setWidth(float)
- ○ float getHeight()
- ○ void setHeight(float)
- ○ String getName()
- ○ void setName(String)
- ○ Rectangle getBound()

com.mygdx.game.engine.lifecycle

Main

- □ Main instance
- □ ScreenManager screenManager
- □ Preferences prefs
- □ SoundManager soundManager
- ○ EntityManager entityManager
- □ SpriteBatch batch
- □ BitmapFont font
- ○ int HEIGHT
- ○ int WIDTH

- ○ Main getInstance()
- ○ ScreenManager getScreenManager()
- ○ void setScreenManager(ScreenManager)
- ○ SoundManager getSoundManager()
- ○ void setSoundManager(SoundManager)
- ○ SpriteBatch getBatch()
- ○ void setBatch(SpriteBatch)
- ○ BitmapFont getFont()
- ○ void setFont(BitmapFont)
- ○ Preferences getPrefs()
- ○ void setPrefs(Preferences)
- ○ void create()
- ○ void render()
- ○ void dispose()

com.mygdx.game.engine.input

CustomInputProcessor

- ○ boolean mouseClicked(int)
- ○ boolean keyDown(int)
- ○ boolean keyUp(int)
- ○ boolean keyTyped(char)
- ○ boolean touchDown(int,int,int,int)
- ○ boolean touchUp(int,int,int,int)
- ○ boolean touchDragged(int,int,int)
- ○ boolean mouseMoved(int,int)
- ○ boolean scrolled(float,float)
- ○ boolean mouseHoverOver(T)