

GameScreen Class Composition Relations

com.mygdx.game.game.screens.game

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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

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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

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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)