

StoryboardScreen Class Composition Relations

com.mygdx.game.game.screens.game



StoryboardScreen

String imgPath  
Texture texture  
SpriteBatch batch  
Main game  
CustomInputProcessor inputProcessor  
OrthographicCamera camera  
Button nextButton  
float buttonShowDelay  
Timer.Task buttonShowTask  
int current  
String type

int getCurrent()  
void setCurrent(int)  
void show()  
void render(float)  
void resize(int,int)  
void pause()  
void resume()  
void hide()  
void dispose()  
void next()

has

has

has

com.mygdx.game.game.components.ui



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.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)

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()