Appendix J - MainMenuScreen Class Composition Relations

com.mygdx.game.game.screens.menu

MainMenuScreen

- □ CustomInputProcessor inputProcessor
- □ Main game
- □ OrthographicCamera camera
- □ ArrayList<Button> buttons
- □ SpriteBatch batch
- □ Texture texture
- □ ArrayList<String> buttonImagePath
- □ boolean soundPlayed
- □ ScoreboardScreen scoreboardScreen

- ● void setInputProcessor(CustomInputProcessor)
- ● void setButtons(ArrayList<Button>)
- ● void show()
- ● void render(float)
- ● void resize(int,int)
- ● void play()
- ● void quit()
- ● void pause()
- ● void resume()
- ● void hide()
- ● void dispose()

has many

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()

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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

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)