Appendix G - GamePlay Class Composition Relations

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GamePlay

- ☐ Main game
- ☐ Background background
- ☐ int backgroundOffset
- ☐ CustomInputProcessor inputProcessor
- ☐ HealthBar healthBar
- ☐ int distance
- ☐ long lastDropTime
- ☐ long lastPlanetDropTime
- ☐ long lastShootTime
- ☐ long lastShootTimeUFO
- ☐ float spawnRate
- ☐ float spawnRateMultiplier
- ☐ float lastTimeUFOSpawned
- ☐ boolean isDrop
- ☐ int nextPlanetIndex
- ☐ String nextPlanet

- ○ void create()
- ○ void render()

has

has

has

has

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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()

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Background

- ☐ Texture texture
- ☐ SpriteBatch batch

- ● Texture getTexture()
- ● void setTexture(Texture)
- ● SpriteBatch getBatch()
- ● void setBatch(SpriteBatch)

HealthBar

- ☐ ShapeRenderer shapeRenderer
- ☐ SpriteBatch batch
- ☐ BitmapFont font
- ☐ int startingX
- ☐ int startingY
- ☐ int width
- ☐ int height

- ● void drawHealthBars(ArrayList<CollidableEntity<Player>>)
- ● ShapeRenderer getShapeRenderer()
- ● void setShapeRenderer(ShapeRenderer)
- ● SpriteBatch getBatch()
- ● void setBatch(SpriteBatch)
- ● BitmapFont getFont()
- ● void setFont(BitmapFont)
- ● int getStartingX()
- ● void setStartingX(int)
- ● int getStartingY()
- ● void setStartingY(int)
- ● int getWidth()
- ● void setWidth(int)
- ● int getHeight()
- ● void setHeight(int)

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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)