StateRun

Role

DropItem

Monster

-\_onshow：boolean

-\_x：int

-\_y：int

-\_type：int

-\_pickupTime：int

+DropItem(resId：int )：int

+setXY(x：int,y：int )：void

+getX()：int

+getY()：int

+getHeight()：int

+getWidth()：int

+setOnShow(onshow：boolean)：void

+getOnShow()：boolean

+setType(type：int )：void

+getType()：int

+show()：void

+setPickupTime(pickup：int )：void

+getPickupTime()：int

+Role()

+restart()：void

+moveRight()：void

+moveLeft()：void

+moveAttackRight()：void

+moveAttackLeft()：void

+moveSmiteRight()：void

+moveSmiteLeft()：void

+moveSlideRight()：void

+moveSlideLeft()：void

+moveBeAttackedRight()：void

+moveBeAttackedLeft()：void

+moveDeadRight()：void

+moveDeadLeft()：void

+showRight()：void

+showLeft()：void

+showAttackRight()：void

+showAttackLeft()：void

+showSmiteRight()：void

+showSmiteLeft()：void

+showSlideRight()：void

+showSlideLeft()：void

+showBeAttackedRight()：void

+showBeAttackedLeft()：void

+showDeadRight()：void

+showDeadLeft()：void

+setXY(int x,int y)：void

+getX()：int

+getY()：int

+getWidth()：int

+getHeight()：int

+setAttackRightCurrentFrame(index：int )：void

+setAttackLefttCurrentFrame(index：int )：void

+setSmiteRightCurrentFrame(index：int )：void

+setSmiteLefttCurrentFrame(index：int ) ：void

+setHP(hp：int)：void

+getHp()：int

+setBeAttacked(beAttacked：boolean )：void

+getBeAttacked()：boolean

+setSkillKunai(bol：boolean )：void

+getSkillKunai()：boolean

+setSkillShockWave(bol：boolean )：void

+getSkillShockWave()：boolean

-roleRight：Animation

-roleLeft：Animation

-roleAttackRight：Animation

-roleAttackLeft：Animation

-roleSmiteRight：Animation

-roleSmiteLeft：Animation

-roleSildeRight：Animation

-roleSlideLeft：Animation

-roleBeAttackedRight：Animation

-roleBeAttackedLeft：Animation

-roleDeadRight：Animation

-roleDeadLeft：Animation

-\_hp：int

-\_x：int

-\_y：int ;

- \_beAttacked：boolean

-\_skillKunai：boolean

-\_skillShockWave：boolean

+Monster(x：int,y：int,hp：int,type：int)

+restart(x：int,y：int,hp：int,dir：int,randMove：+randMoveTime：int,mapNumber：int,dropSkill：int) ：void

+addRight(int resId)：void

+setRightDelay(delay：int)：void

+addLeft(resId：int)：void

+setLeftDelay(delay：int)：void

+addAttackRight(resId：int)：void

+setAttackRightDelay(delay：int)：void

+addAttackLeft(resId：int)：void

+setAttackLeftDelayy(delay：int)：void

+addBeAttackRight(resId：int)：void

+setBeAttackedRight(delay：int)：void

+addBeAttackLeft(resId：int)：void

+setBeAttackedLeft(delay：int)：void

+moveRight()：void

+moveLeft()：void

+moveAttackRight()：void

+moveAttackLeft()：void

+moveRemoteAttackRight()：void

+moveRemoteAttackLeft()：void

+moveBeAttackedRight()：void

+moveBeAttackedLeft()：void

+moveDeadRight()：void

+moveDeadLeft()：void

+showRight()：void

+showLeft()：void

+showAttackRight()：void

+showAttackLeft()：void

+showRemoteAttackRight()：void

+showRemoteAttackLeft()：void

+showBeAttackedRight()：void

+showBeAttackedLeft()：void

+showDeadRight()：void

+showDeadLeft()：void

+setXY(x：int,y：int)：void

+getX()：int

+getY()：int

+getHeight()：int

+getWidth()：int

+setHP(hp：int)：int

+getHP()：int

+setRandMove(randMove：int)：int

+getRandMove()：int

+setRandMoveTime(randMoveTime：int)：int

+getRandMoveTime()：int

+setDir(dir：int)：int

+getDir()：int

+setMapNumber(mapNumber：int)：int

+getMapNumber()：int

+setAttackTime(attackTime：int)：int

+getAttackTime()：int

+setBeAttacked(beAttacked：boolean)：int

+getBeAttacked()：int

+setAttackRightCurrentFrame(index：int)：int

+setAttackLefttCurrentFrame(index：int)：int

+setDeadRightCurrentFrame(index：int)：int

+setDeadLefttCurrentFrame(index：int)：int

+setDropSkill(skill：int)：int

+getDropSkill()：int

+setPlugDied(int died)：int

+getPlugDied()：int

-right：Animation

-left：Animation

-attackRight：Animation

-attackLeft：Animation

-remoteAttackRight：Animation

-remoteAttackLeft：Animation

-beAttackedRight：Animation

-beAttackedLeft：Animation

-deadRight：Animation

-deadLeft：Animation

-\_x：int

-\_y：int

-\_hp：int

-\_randMove：int

-\_randMoveTime：int

-\_mapNumber：int

-\_dir：int

-\_attackTime：int

-\_dropSkill：int

-\_plugDied：int

-\_x：int

-\_y：int

-\_hp：int

-\_randMove：int

-\_randMoveTime：int

-\_mapNumber：int

-\_dir：int

-\_attackTime：int

-\_dropSkill：int

-\_plugDied：int

-\_beAttacked：boolean