logic

characters

Fox

- String STAYTEXTURE
- OtherConstantStrings
- int[][] coordinates
- int[] boundingBox
- String textureName
- int speed
- boolean up
- boolean down
- boolean right
- boolean left
- Timer resetTimer

- Fox(int xAbs, int yAbs, int xVis, int yVis, int xBox, int yBox, int newSpeed)
- void moveFox()
- void moveUp()
- void moveDown()
- void moveRight()
- void moveLeft()
- void stopFox()
- void killFox()
- int getxAbs()
- OtherGetMethods()
- String getTextureName()
- boolean getUp()
- OtherGetMethods()
- Rectangle getBoundingBox()
- Rectangle getSurroundingBox()
- void setxAbs(int newxAbs)
- OtherSetMethods()

EntityGroup

- int[] SMALL_VEHICLE_DIMENSIONS
- int[] MID_VEHICLE_DIMENSIONS
- int[] BIG_VEHICLE_DIMENSIONS
- String PORSCHE_UP
- OtherConstantStrings
- String PORSCHE_DOWN
- OtherConstantStrings
- String[] VEHICLE_UP_ARRAY
- String[] VEHICLE_DOWN_ARRAY
- LinkedList<Entity> entityList
- LinkedList<Vehicle> vehicleList
- int oldRand
- int numberOfTrucks
- int countVehicles

- EntityGroup()
- void updateList()
- void generateEntityList()
- Vehicle generateRandom(int[] element)
- void fixVehiclesOverLap()
- LinkedList<Entity> getEntityList()
- LinkedList<Vehicle> getVehicleList()

Entity

- int[] coordinates
- int[] boundingBox
- String textureName

- Entity(int xAbs, int yAbs, int xBox, int yBox, String newTextureName)
- int getxAbs()
- OtherGetMethods()
- String getTextureName()
- Rectangle getBoundingBox()
- void setxAbs(int newxAbs)
- OtherSetMethods()

Vehicle

- String TOUP
- OtherConstantStrings
- int speed
- void centerVehicle

- Vehicle(int xAbs, int yAbs, int xBox, int yBox, String newTextureName, int speed)
- int getSpeed()
- int setSpeed(int newSpeed)
- void move()

Coin

- Coin(int xAbs, int yAbs, int xBox, int yBox)

Rock

- Rock(int xAbs, int yAbs, int xBox, int yBox, int randomTextureNumber)

Tree

- Tree(int xAbs, int yAbs, int xBox, int yBox, int randomTextureNumber)
- Rectangle getBoundingBox()