

I

IView

- void retrieveLogic(ILogic logic);
- void createAndShowGUI();
- void startTimer();
- void stopTimer();
- void resetTimer();
- void generateMapImage(char[][] mapMatrix);
- void clearMap();
- BufferedImage getMapImage();
- void saveHS();
- void winPanel();



C

View

- void retrieveLogic(ILogic logic);
- void createAndShowGUI();
- void startTimer();
- void stopTimer();
- void resetTimer();
- void generateMapImage(char[][] mapMatrix);
- void clearMap();
- BufferedImage getMapImage();
- void saveHS();
- void winPanel();

C

GameGUI

- Image BLUETRUCKUP;
- OtherConstantImages;
- Image BLUETRUCKDOWN;
- OtherConstantImages;
- int[] MIDVEHICLEDIMENSIONS;
- OtherConstantArrays;
- Image FOXSTAYTEXTURE;
- OtherConstantsImages;

- void paintComponent(Graphics g);
- void triggerWin();
- void actionPerformed(ActionEvent e)

C

GeneralGUI

- int JFRAMEWIDTH;
- int JFRAMEHEIGHT;
- HighScoreGUI scoreWindow;

- HighScoreGUI getHSGUI();
- void keyTyped(KeyEvent e);
- void keyPressed(KeyEvent e);
- void keyReleased(KeyEvent e);

C

HighScoreGUI

- Font FONT;
- JLabel text;
- JButton buttonYes;
- JButton buttonNo;
- JTextArea nameArea;

- void setStyle();
- void saveHighScores();
- void loadSaveHighScore();
- void loadUserBest();
- void loadBest();
- void saveBest(String name);
- void setExitMenu();
- void actionPerformed(ActionEvent ae);

C

MapGraphics

- BufferedImage mapBufferedImage;

- void generateMapImage(char[][] mapMatrix);
- BufferedImage getMapImage();
- void clearMapImage();

C

StatGUI

- Font FONT;
- JLabel lvlStats;
- JLabel storichS;
- JLabel presentHS;
- JLabel hp;
- JLabel coins;
- JLabel points;
- JButton startBut;
- int timeRemaining;
- Timer levelTimer;

- void setLabels();
- void setButton();
- void startTimer();
- void stopTimer();
- void resetTimer();
- void setTimer(int i);