**Treasure Haunt**

Project Classes

Version 0.0

*The Project Classes document contains the classes and their contents which the overall application is to be developed from.*

**DOCUMENT NAME:**  Project Classes

**VERSION:** 0.0

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Project Classes

**Function Classes**

1- Entity - super class of all moveable object on map

2- Player - player that play the game

3- Ghost - a ghost

4- Coin - a coin

5- Map - map class to handle the game map

6- ScoreBoard - handle all score related functions

7- NetworkHandler - handle with the server communication

8- Location - store and handle location related data

**Screen Classes**

1- CountDownActivity - screen that display before start play the game

2- HomeActivity - home screen, display when player open this game

3- PlayActivity - main screen when player is playing the game

4- ProfileActivity - let the player input the profile information of their own

1- Entity

UID

Location

getUID() int

getLocation () Location

setLocation() Location

2- Player

Player (String)

setAvatar

setLife(int)

setCoin(int)

getName() String

getAvatar() Image

getLife() int

getCoin() int

3- Ghost

Ghost(Location)

Ghost (double Speed, Location)

setSpeed (double)

getSpeed() double

move()

4- Coin

Coin (CoinType, Location)

getCoinType() CoinType

getValue()

5- Map

Map()

updateEntity (Entity)

init()

6- ScoreBoard

ScoreBoard()

getScoreByName (String) int

7- NetworkHandler

update(Player)

onPacketReceived()

8- Location

Location(double X, double Y)

getX()

getY()

setX()

setY()

distance(Location) double

static getCurrentLocation() Location