

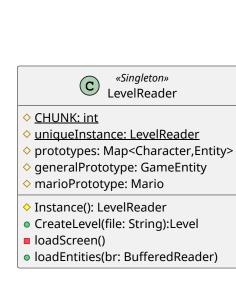


unregisterToUpdate(e: Entity)

scrollScreen()main(String[] args)

getKeyStatus(int key): KeyStatus

getKeyPressed(key: int): booleangetKeyReleased(key: int): boolean



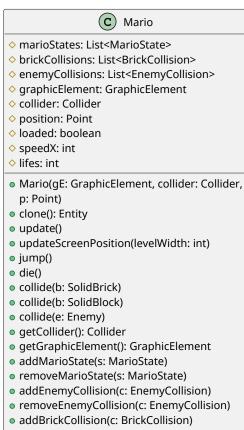


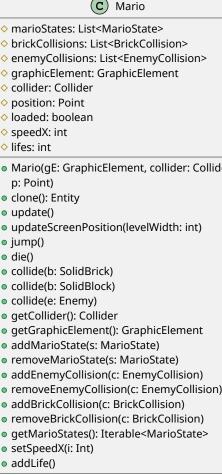
«Singleton»

Menu

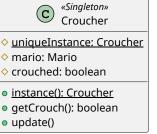
















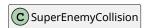








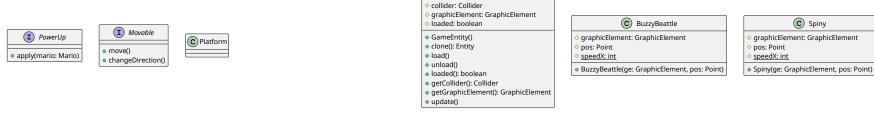
(C) DefaultEnemyCollision















C Pipe piranha: PiranhaPlant graphicElement: GraphicElement Pipe(p: PiranhaPlant, gE: GraphicElement)

C PiranhaPlant graphicElement: GraphicElement pos: Point speedX: int PiranhaPlant(ge: GraphicElement, pos: Point)

© GameEntity

C KoopaTroopa graphicElement: GraphicElement pos: Point speedX: int KoopaTroopa(ge: GraphicElement, pos: Point)

graphicElement: GraphicElement graphicElement: GraphicElement pos: Point graphicElement: GraphicElement speedX: int GreenMushroom(gE: GraphicElement) Goomba(ge: GraphicElement, pos: Point) GreenMushroom(gE: GraphicElement)

C Lakitu

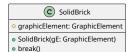
Lakitu(ge: GraphicElement, pos: Point)

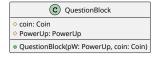
C GreenMushroom

graphicElement: GraphicElement

pos: Point

speedX: int

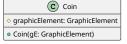






pos: Point graphicElement: GraphicElement speedX: int

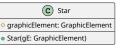
C FireBall

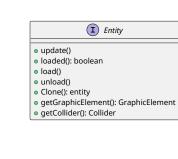


C FireFlower graphicElement: GraphicElement FireFlower(gE: GraphicElement)

C Goomba

C SuperMushroom graphicElement: GraphicElement SuperMushroom(gE: GraphicElement)

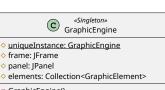








getSprite(key: String)getPossibleSprites(): Iterable<String>



GraphicEngine()instance(): GraphicEngine

addGraphicElement(e: GraphicElement)

removeGraphicElement(e: GraphicElement)
 getPanelSize(): Dimension

scrollScreen(velocity: int)drawFrame()

• getEntity(): Entity
• translate(dx: int, dy: int)
• draw()
• getPosition(): Point
• setPosition(p: Point)

setSprite(s: İmageIcon)
getSprite(): İmageIcon
getLabel(): JLabel
setSprite(s: Sprite)

• getEntity(): Entity
• handleCollision(c: Collider, d: Direction)
• getLocation(): Point
• setLocation(x: int, y: int)
• getVelocity(): Vector2D
• setActive(b: boolean)

activated(): boolean

C Vector2D

xComponent: double

yComponent: double

getStart(): Point

getXComponent()getYComponent()

getEnd(): Point

Vector2D(s: Point, e: Point)

sum(v: Vector2D): Vector2D

start: Point end: Point

© Sprite

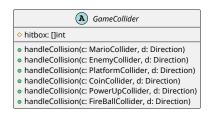
◇ image : Image

● Sprite(s: String)

● draw(x: int, y: int)

● setImage(image : Image)

● getImage() : Image













addToChunk(ind: int, item: Collider)

o getChunk(ind: int):Iterable<Collider>

removeFromChunk(item: Collider)

getAmountOfChunks():int

registerToCheck()addToCheck(Collider c)setChunk(c: Collider, x: int, y: int)

