



C

BlockLoader

●

load(): Entity

I

EntityLoader

●

load(): Entity

C

GoombaLoader

●

load(): Entity

C

KoopaTroopaLoader

●

load(): Entity

C

MarioLoader

●

load(): Entity

C

SpinyLoader

●

load(): Entity

C

SuperMushroomLoader

●

load(): Entity

A BaseEntity
<ul style="list-style-type: none"> ◇ collider: Collider ◇ graphicElement: GraphicElement
<ul style="list-style-type: none"> ● getCollider(): Collider ● getGraphicElement(): GraphicElement

A BaseUpdatableEntity
<ul style="list-style-type: none"> ◇ loaded: boolean
<ul style="list-style-type: none"> ● load() ● unload() ● loaded(): boolean

C Block
<ul style="list-style-type: none"> ● Block()

I Enemy
<ul style="list-style-type: none"> ● getDamage() ● getPoints(): int ● clone(): Entity ● update()

I Entity
<ul style="list-style-type: none"> ● getGraphicElement(): GraphicElement ● getCollider(): Collider

C Goomba
<ul style="list-style-type: none"> □ movingRight: boolean □ int speedX = 1 // Velocidad horizontal
<ul style="list-style-type: none"> ● Goomba() ● clone(): Entity ● getDamage() ● getPoints(): int ● switchDirection() ● update()

C KoopaTroopa
<ul style="list-style-type: none"> ◇ movingRight: boolean ◇ speedX: int
<ul style="list-style-type: none"> ● KoopaTroopa() ● getDamage() ● getPoints(): int ● clone(): Entity ● switchDirection() ● update()

C Mario
<ul style="list-style-type: none"> ◇ speedX: int ◇ speedY: int ◇ lifes: int ◇ loaded: boolean ◇ jumping: boolean ◇ direction: Direction ◇ gravity: float ◇ jumpForce: int
<ul style="list-style-type: none"> ● Mario() ● clone(): Entity ● getJumping(): boolean ● setJumping(j: boolean) ● update() ● land() ◇ startJump() ◇ handleVerticalMovement() ◇ handleHorizontalMovement()

C Spiny
<ul style="list-style-type: none"> ◇ movingRight: boolean ◇ speedX: int
<ul style="list-style-type: none"> ● Spiny() ● getDamage() ● getPoints(): int ● clone(): Entity ● switchDirection() ● update()

C SuperMushroom
<ul style="list-style-type: none"> ◇ points: int ◇ movingRight: boolean ◇ speedX: int
<ul style="list-style-type: none"> ● SuperMushroom() ● clone(): Entity ● switchDirection() ● update()

I UpdatableEntity
<ul style="list-style-type: none"> ● update() ● loaded(): boolean ● load() ● unload()

C

GameGraphicElement

◇ entity: Entity

◇ label: JLabel

◇ sprite: ImageIcon

◇ bounds: Rectangle

◇ toUpdate: boolean

● GameGraphicElement(e: Entity)

● GameGraphicElement(e: Entity, s: ImageIcon)

● getEntity(): Entity

● translate(dx: int, dy: int)

● getPosition(): Point

● setPosition(x: int, y: int)

● getSprite(): ImageIcon

● setSprite(s: ImageIcon)

● draw()

● getLabel(): JLabel

I

GraphicElement

● getEntity(): Entity

● translate(dx: int, dy: int)

● getPosition(): Point

● setPosition(x: int, y: int)

● getSprite(): ImageIcon

● setSprite(s: ImageIcon)

● getLabel(): JLabel

● draw()

