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| --- |
| Global |
| fullscreen : bool  bgColor : color  Gravity : float  Resistance : float  Left : int  Right : int  Up : int  None : int  MovementLeft : int  MovementRight : int  MovementUp : int  MovementDown : int  Idle : int |

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| --- |
| Frame |
| position : Point  width : int  height : int  scale float |

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| --- |
| Animation |
| type : int  width : int  height : int  currentFrame : int  animateTime : int  nextFrame : int  scale : float  frames : Frame[] |

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| --- |
| Sprite |
| position : Vector2  origin : Vector2  image : Texture2D[]  animations : Animation[]  currentImage : int  currentAnimation : int  width : int  height : int  scale : float  rotation : float |

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| --- |
| Player |
| sprite : Sprite  Dead : const int  MaxInvincibleTime : const int  maxSpeed : const float  minSpeed : const float  velocity : Vector2  attackTime : int  invincibleTimer : int  isAlive : bool  isFalling : bool  maxHP : int  currentHP : int  nextAttack : int  isAlive : bool  invincible : bool  bounds : BoundingBox |

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| --- |
| ReuseableObject |
| isAliveTimeMax : const int  sprite : Sprite  displayText : DisplayText  velocity : Vector2  isAliveTimer : int  isAlive : bool |

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| --- |
| Container |
| container : List<ReuseableObject>  image : Texture2D[]  font : SpriteFont  dimensions : int[,]  animationInfo : int[,] |

|  |
| --- |
| ReuseableObject |
| isAliveTimeMax : const int  sprite : Sprite  displayText : DisplayText  velocity : Vector2  isAliveTimer : int  isAlive : bool |

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| --- |
| Enemy : ReuseableObject |
| ai : AI  type : enum  defaultSpeed : const float  points : int  damage : int  hp : int  currentAnimation : int  enemyDead : SoundEffect  enemyHit : SoundEffect  hitTimer : int  hit : bool |

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| --- |
| NPC : ReuseableObject |
| ai: AI  dialog : String |

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| --- |
| Command |
| key : Keys  button : Buttons |

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| --- |
| Commands |
| ThumbStick : enum  Up : static Command  Down : static Command  Left : static Command  Right : static Command  Jump : static Command  Attack : static Command  Execute : static Command  PauseGame : static Command  Exit : static Command |

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| --- |
| InputManager |
| keyState : static KeyboardState  padState : static GamePadState  previousKeyState : static KeyboardState  previousPadState : static GamePadState  leftStickMotion : static Vector2  leftStickAngle : static float  leftStickPreviousAngle : static float  rightStickMotion : static Vector2  rightStickAngle : static float  rightStickPreviousAngle : static float  leftStickDirection : static Commands.ThumbStick  leftStickPreviousDirection : Commands.ThumbStick |

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| --- |
| Camera |
| position : Vector2  rotation : float  zoom : float  TransformMatrix : Matrix |

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| --- |
| DisplayText |
| position : Vector2  text : string  fontType : SpriteFont  fontColor : Color  height : int  Width : int |

|  |
| --- |
| GameStateManager |
| gameStates : List<GameState>  currentSong : Song  lastSong : Song  currentStatus : int  activeStateID : int  isGamePlayPaused : bool  leaderboardFont : SpriteFont |

|  |
| --- |
| GamePlayState : GameState |
| camera : Camera  cameraPosition : Vector2  resolutionScale : float  player : Player  enemies : Container  displayPoints : Container  stage : Stage[]  level : int  gameOver : bool  bgSong : Song |

|  |
| --- |
| TitleScreenState : GameState |
| CURRENT\_KEYSTATE : const int  LAST\_KEYSTATE : const int  titleText : SpriteFont  normalText : SpriteFont  smallText : SpriteFont  selectedText : SpriteFont  workingTitle : DisplayText  title : DisplayText  subtitle : DisplayText  actionText : DisplayText[]  copyright : DisplayText  selectedColor : Color  unSelectedColor : Color  background : Texture2D  width : float  height : float  selected : int |

|  |
| --- |
| OptionsState : GameState |
| CURRENT\_KEYSTATE : const int  LAST\_KEYSTATE : const int  FullScreen : const int  Back : const int  selectedText : SpriteFont  unSelectedText : SpriteFont  fullscreenString : string  background : Texture2D  actionText : DisplayText[]  selected : int  width : int  height : int  selectedColor : Color  unSelectedColor : Color |