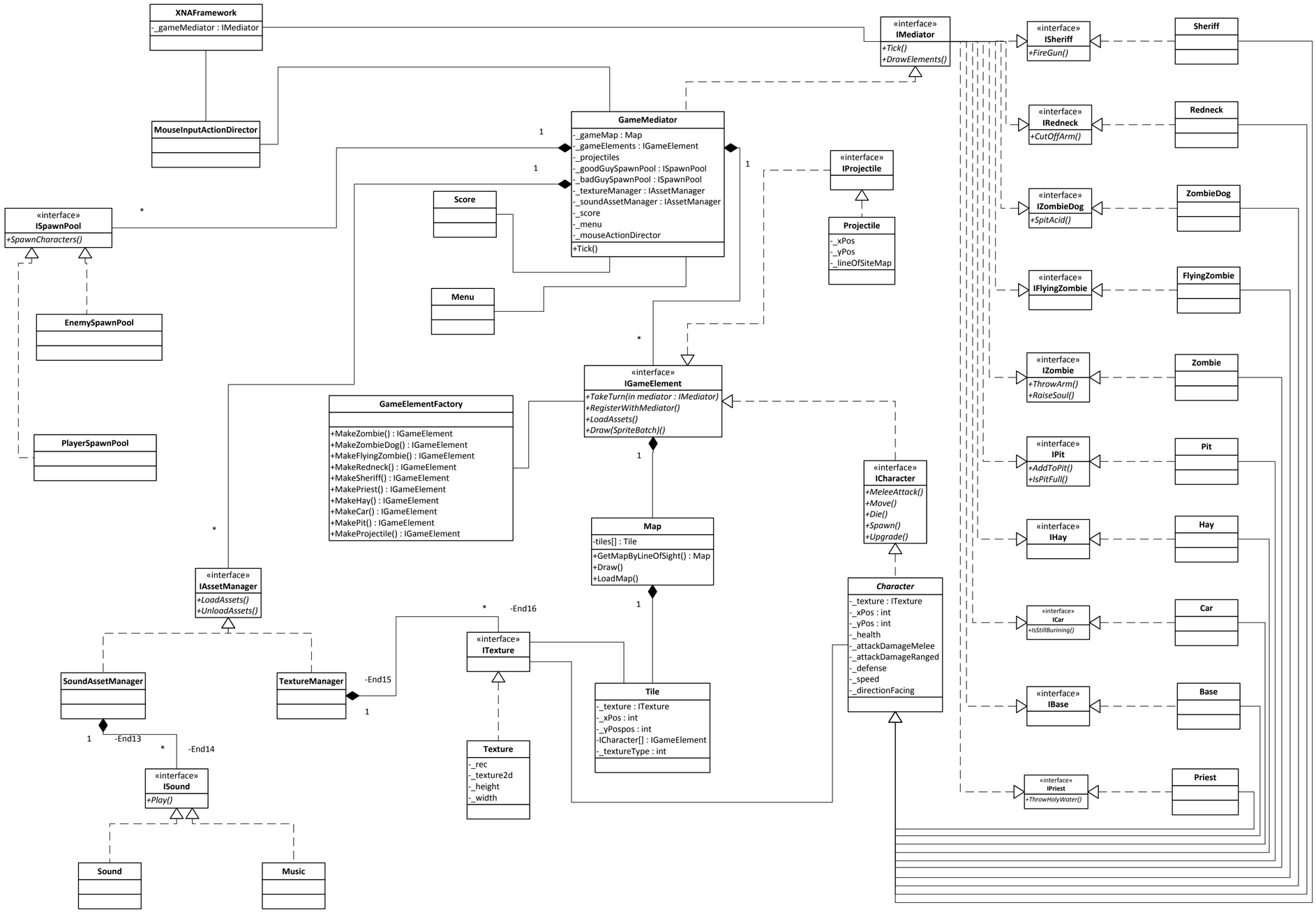
XNAFramework
-_gameMediator : IMediator
MouseInputActionDirector
«interface»
IMediator
+Tick()
+DrawElements()
GameMediator
-_gameMap : Map
-_gameElements : IGameElement
-_projectiles
-_goodGuySpawnPool : ISpawnPool
-_badGuySpawnPool : ISpawnPool
-_textureManager : IAssetManager
-_soundAssetManager : IAssetManager
-_score
-_menu
-_mouseActionDirector
+Tick()
«interface»
ISpawnPool
+SpawnCharacters()
EnemySpawnPool
PlayerSpawnPool
Score
Menu
«interface»
IProjectile
Projectile
-_xPos
-_yPos
-_lineOfSiteMap
«interface»
IGameElement
+TakeTurn(in mediator : IMediator)
+RegisterWithMediator()
+LoadAssets()
+Draw(SpriteBatch)()
GameElementFactory
+MakeZombie() : IGameElement
+MakeZombieDog() : IGameElement
+MakeFlyingZombie() : IGameElement
+MakeRedneck() : IGameElement
+MakeSheriff() : IGameElement
+MakePriest() : IGameElement
+MakeHay() : IGameElement
+MakeCar() : IGameElement
+MakePit() : IGameElement
+MakeProjectile() : IGameElement
Map
-tiles[] : Tile
+GetMapByLineOfSight() : Map
+Draw()
+LoadMap()
«interface»
ICharacter
+MeleeAttack()
+Move()
+Die()
+Spawn()
+Upgrade()
Character
-_texture : ITexture
-_xPos : int
-_yPos : int
-_health
-_attackDamageMelee
-_attackDamageRanged
-_defense
-_speed
-_directionFacing
«interface»
IAssetManager
+LoadAssets()
+UnloadAssets()
SoundAssetManager
TextureManager
«interface»
ITexture
Texture
-_rec
-_texture2d
-_height
-_width
Tile
-_texture : ITexture
-_xPos : int
-_yPospos : int
-ICharacter[] : IGameElement
-_textureType : int
«interface»
ISound
+Play()
Sound
Music
-End13
-End14
-End15
-End16
«interface»
ISheriff
+FireGun()
Sheriff
«interface»
IRedneck
+CutOffArm()
Redneck
«interface»
IZombieDog
+SpitAcid()
ZombieDog
«interface»
IFlyingZombie
FlyingZombie
«interface»
IZombie
+ThrowArm()
+RaiseSoul()
Zombie
«interface»
IPit
+AddToPit()
+IsPitFull()
Pit
«interface»
IHay
Hay
«interface»
ICar
+IsStillBurining()
Car
«interface»
IBase
Base
«interface»
IPriest
+ThrowHolyWater()
Priest