Technisch ontwerp

Eindopdracht OOPD:

Game “Toad Parcour”

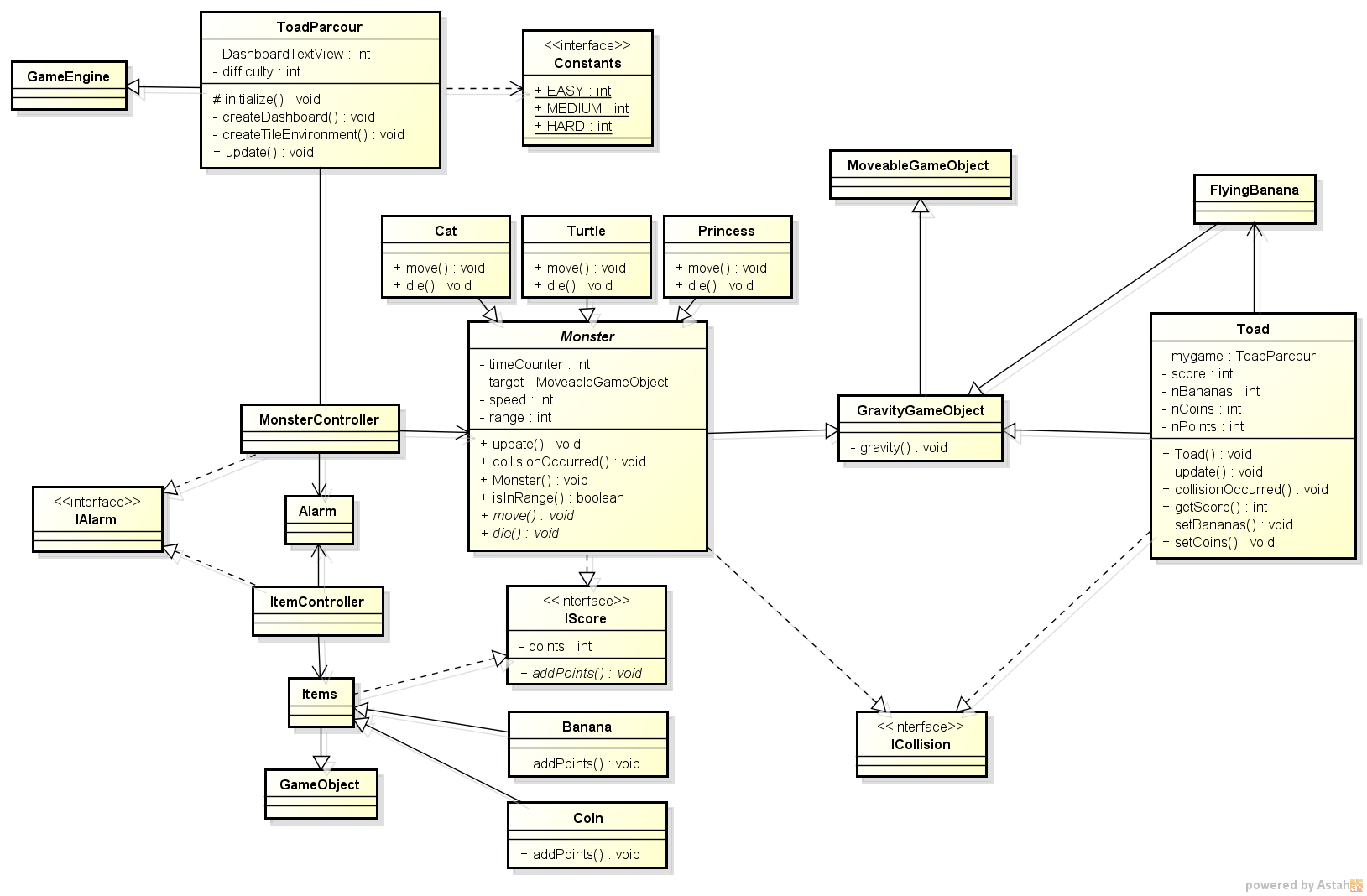
Max Groenendijk (547853)

Thomas Kool (546926)

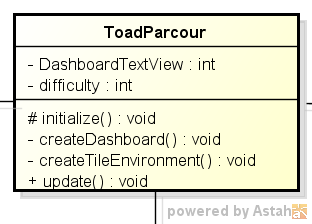
I1TC

Versie: 0.1

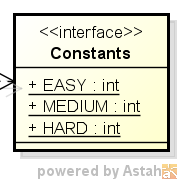
17-3-2015



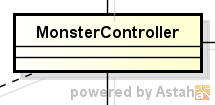
## ToadParcour



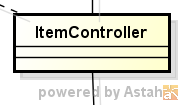
## Constants



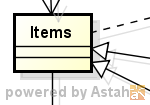
## MonsterController



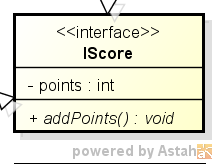
## ItemControler



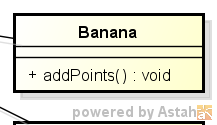
## Items



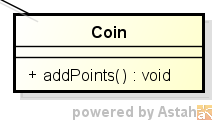
## IScore



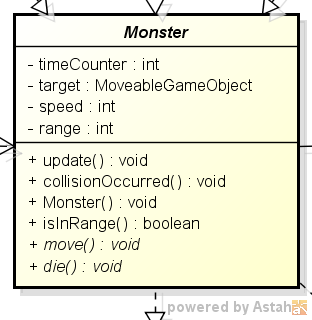
## Banana



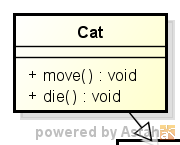
## Coin



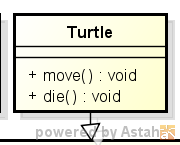
## Monster



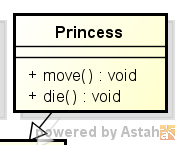
## Cat



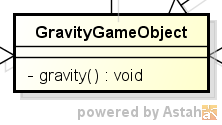
## Turtle



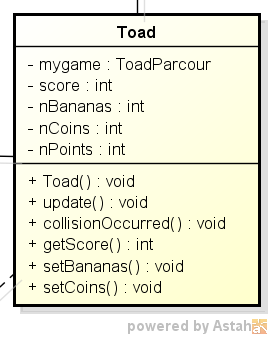
## Princess



## GravityGameObject



## Toad



## Flying banana

