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Monkey Business
Period 4
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PVector

GameManager.pde

Player player
Nexus nexus
Shop shop
ArrayList<Bullet> bullets
ArrayList<Enemy> spawnedEnemies
ArrayList<Gold> goldList
ArrayList<Turret> turrets
int wave
bool gameOver
int highscore
Cell[][] Grid
Cell hoverCell

void setup()
void draw()
void mouseCheck()
void keyPressed()
void keyReleased()
void mouseClicked()
void mousePressed()
void saveHighscore()
void restartGame()
void gameOver()

Attributes.pde

protected vars
PVector dir
int startingHP
int currentHP
bool isDead
color c

void takeDamage(int)
void dead()
void healthBar()
void display()

Bullet.pde

PVector loc
color c;

Bullet()
void move()
bool
collidesWithEnemy(Enemy)
void display()

Gold.pde

int amount
color c;

Gold(PVector, int)
void display()

Trap.pde

int damage
int price

Trap()
void dealDamage()
bool
collidesWithEnemy(Enemy)

Nexus.pde

Nexus()

Player.pde

float speed
int money
ArrayList<Weapon> weapons
int currentWeapon
color c

Player()
void move()
bool collidesWithObject(PVector)
void addWeapon(Weapon)
Weapon getCurrentWeapon()

Enemy.pde

PVector target
float speed
int damage
int goldAmount
bool inRangeNexus
bool inRangeTurret

Enemy()
void move()
void attackPlayer(Player)
void attackTurret(Turret)
void attackNexus(Nexus)
bool isTargetDead()
void resetTarget()

Turret.pde

int damage
double fireRate
double range
int price
PVector target

Turret()
bool enemyInRange()
bool isTargetDead()
void findTarget(ArrayList<Enemy>)

Cell.pde

int x
int y

Cell()
void build(Object)
bool buildable()
void outline()

Shop.pde

ArrayList<Weapon>
weapons
ArrayList<Turret>
turrets
ArrayList<Trap>
traps
float x,y,w,h

Shop()
void buy()
bool afford(Object)
void display()
void pressed()

Weapon.pde

int damage
int price
double fireRate
double range
String name

Weapon(String,
int, int, int,
double)
void shoot()
void display()

Stack.pde

ArrayList<T> _stack

Stack()
void push()
T pop()
int size()

Button.pde
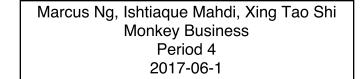
String name
String price
String damage
float x,y,w,h
color c

Button()
bool pressed()
void display()