

Player

State state

static int lives;
static int coins;
double xPos
double yPos
SoundEffect sound
double yVel0
double yAccel
~~double xVel0~~

void tick(Level)

void setJumpHeight

void rigidCollision()

void nonRigidCollision

void updateState(State)

void draw w/Animation(Graphics g, DriverRunner driver)

void draw(Graphics g, DriverRunner driver)

Image getImageSrc()

Rectangle getBounds()

void keyPressed(KeyEvent)

Entity

double xPos

double yPos

int height

int width

int yVeloc

int xVeloc

~~float~~ boolean falling;

void tick(Level)

void draw(Graphics g, DriverRunner driver)

Rectangle getBounds()

get

String getId()

Animation

images
(20)

load Images()

ImageGet-Image

Block

x pos

y pos

image

~~load~~ void loading(String file)

public void draw(Graphics g, DriverRunner driver)

int getX()

int getY()

setRow(row)

setCol(col)

~~get~~ String getId()

Rectangle getBounds()
getTopBounds()
getBottomBounds()
getLeftBounds()
getRightBounds()

Driver Runner extends Handler

Stack<Handler> gameStack

Graphics graphics;

LevelHandler levelHandler;

OverworldHandler overworldHandler;

IntroMenuHandler logoIntroHandler;

void startup()

void paint(Graphics g)

void draw(Graphics g)

void Run()

Handler

void draw()

void tick(DriverRunner driver)

void keyPressed()

void keyPressed()

LevelHandler

Extends Master

int curLev

ArrayList<Level> levels

void loadLevel()

void tick (CDriverRunner driver)

void draw (Graphics g, DriverRunner driver)

void keyPressed (KeyEvent e)

void keyReleased (KeyEvent e)

Level

Player player

TileMap levMap

Camera cam

Image background

Image live

Image coin

MusicThing music

void startup(~~the~~ int level)

void loadImg (img src)

Image getImage()

void snapCamera (Player)

load Lev (file name)

tick (Driver Runner driver)

draw (Graphics g, DriverRunner driver)

Tile Map

String [][] rawMap

Block [][] map

ArrayList<Block> validBlocks

ArrayList<Block> nonValidBlocks

ArrayList<Enemy> enemies

ArrayList<Entity> entities

loadFile (filename)

boolean load()

draw (Graphics g, DriveRunner driver)