

**UML COLOR CODING:**  
 Green - Notes and comments  
 Red - Main class  
 Blue - Screens  
 Yellow - Graphical Element  
 Purple - Enum  
 Grey (Circle) - Interface  
 Dark Grey (Rectangle) - Abstract

- Keeps track of a users setting and preferences such as song selection and music volume.

Direction
+turnClockwise() +turnCounterClockwise()

- Widely used enum used to keep track of and compare directions.

AppPreferences

RoborallyApplication
+create() +loadAssets() +setScreen() +createGame()

Main class for the entire application

The SoundEffects-class is used to play soundeffects whenever an action is preformed by either a robot or the board.

A collection of cards. Makes it such that cards given to players are removed from the deck. This is to ensure that it functions as a real deck of cards.

Type of rotation such as rotateClockwise, rotateCounterClockwise or rotate

RotationType

```

classDiagram
    class Move {
        +getMoveId()
    }

```

```
+lock()
+unlock()
+setCardGr
+getCardGr
+select()
+isSelected
```

**CardType**

Type of movement such as move1, move2 or moveBack

<b>MovementType</b>

TiledMapManager
+getMap() +getLayer() +getCell()

<b>GameScreenInputProcessor</b>
+keyDown()

<b>RoboRallyGame</b>
+tick()

ProgramButton

PowerDownButton

CardGraphics
+getHighlightedPixmap() +lock() +unlock() +select() +deselect() +reset()

PlayerGraphic
+getAnimationFrames()
+updateAnimationFrames()
+animateMove()
+animateTakeDamage()
+animateDestruction()
+animateReboot()

<b>PlayerInfoGraphic</b>
+act()

```

class Player {
+wipeProgram()
+applyDamage()
+destroy()
+isDead()
+reboot()
+repair()
+powerDown()
}

```

Button for locking current selection of

Button used by the user to announce powerdown.

The graphic of the player is separated from the player-class. They do however move in sync. PlayerGraphic also handles animation of the sprites

Displays the vitals and progression of each robot on in the game.

Represents robots on the board. This includes the one controlled by the user, and the ones controlled by AI.

Board
+layTiles() +erectWalls() +wallCollision() +rollConveyorBelts() +fireBoardLasers() +rotateGears() +legalStep() +legalRoll() +outOfBounds()

ConveyorBelt

Tile

Dock

<b>Flag</b>

**Gear**

Hole

Laser