Sketchy Super Mario Bros.

1

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1.1 Class Hierarchy

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2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

nl.arjanfrans.mario.actions.ActorActions
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nl.arjanfrans.mario.audio.Audio
This is a class that implements the audio in the game . . . 8
nl.arjanfrans.mario.model.Brick
This class is the class meant to model the bricks in the game . . . 10
nl.arjanfrans.mario.model.brick.BrickPiece
This class is the class meant to model the pieces of the bricks in the game . . . 14
nl.arjanfrans.mario.model.brick.BrickShatter
This class is the class meant to model the shattering of the bricks in the game . . . 17
nl.arjanfrans.mario.graphics.CharacterAnimation
This is an abstract class that will be implemented to handle the animations of various characters in the game . . . 20
nl.arjanfrans.mario.model.Creature
This class is the class model to represent any moving actor that is interactive, and not Mario . 21
nl.arjanfrans.mario.debug.D
Debug class . . . 23
nl.arjanfrans.mario.desktop.DesktopLauncher
This class is the main method allowing the game to initialize and launch . . . 24
nl.arjanfrans.mario.model.Flag
This flag represents the flag pole at the end of the stage that completes if Mario interacts with it 25
nl.arjanfrans.mario.model.Goomba
Goomba represents the Goomba enemies from the original Mario game . . . 30
nl.arjanfrans.mario.graphics.GoombaAnimation
This is a class that implements the abstract class, CharacterAnimation, specifically for the animation of the Goomba character . . . 34
nl.arjanfrans.mario.model.Item
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nl.arjanfrans.mario.model.Mario
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3.1 File List

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core/src/nl/arjanfrans/mario/actions/MarioActions.java . . . 95
core/src/nl/arjanfrans/mario/actions/MoveableActions.java . . . 96
core/src/nl/arjanfrans/mario/debug/D.java . . . 96
core/src/nl/arjanfrans/mario/input/MarioInput.java . . . 96
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core/src/nl/arjanfrans/mario/model/Flag.java . . . 96
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desktop/src/nl/arjanfrans/mario/desktop/DesktopLauncher.java . . . 98

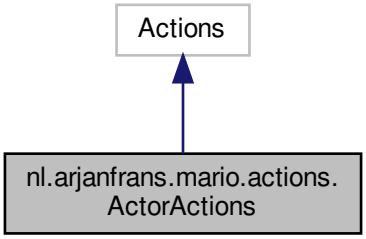
Chapter 4

Class Documentation

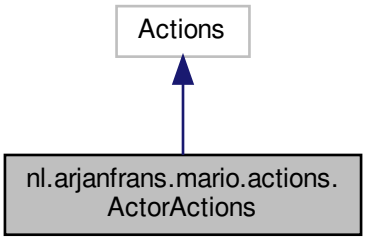
4.1 nl.arjanfrans.mario.actions.ActorActions Class Reference

Inherited class Actions.

Inheritance diagram for nl.arjanfrans.mario.actions.ActorActions:



Collaboration diagram for nl.arjanfrans.mario.actions.ActorActions:



Classes

- class **removeActor**

  Inherited class Action.

4.1.1 Detailed Description

Inherited class Actions.

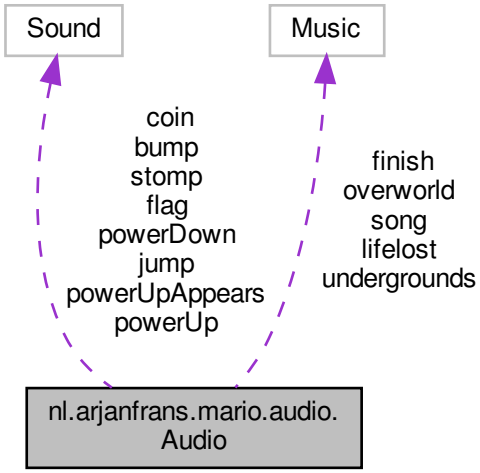
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/actions/ActorActions.java

4.2 nl.arjanfrans.mario.audio.Audio Class Reference

This is a class that implements the audio in the game.

Collaboration diagram for nl.arjanfrans.mario.audio.Audio:



Static Public Member Functions

- static void playSong (String name, boolean looping)

  A method meant to play a song on loop depending on the state of the game.
- static Music getSong ()

  A method meant to play a song on loop depending on the state of the game.
- static void stopSong ()

  A method meant to stop the current song instance variable from playing.
- static void dispose ()

  A method meant to dispose of all the music files.

Static Public Attributes

- static Sound **jump** = Gdx.audio.newSound(Gdx.files.internal("data/audio/sfx/sounds/jump-small.wav"))
- static Sound **stomp** = Gdx.audio.newSound(Gdx.files.internal("data/audio/sfx/sounds/stomp.wav"))
- static Sound **bump** = Gdx.audio.newSound(Gdx.files.internal("data/audio/sfx/sounds/bump.wav"))
- static Sound **flag** = Gdx.audio.newSound(Gdx.files.internal("data/audio/sfx/sounds/flagpole.wav"))
- static Sound **powerDown** = Gdx.audio.newSound(Gdx.files.internal("data/audio/sfx/sounds/pipeandpowerdown.↩ wav"))
- static Sound **powerUp** = Gdx.audio.newSound(Gdx.files.internal("data/audio/sfx/sounds/powerup.wav"))
- static Sound **powerUpAppears** = Gdx.audio.newSound(Gdx.files.internal("data/audio/sfx/sounds/powerup↩ _appears.wav"))
- static Sound **coin** = Gdx.audio.newSound(Gdx.files.internal("data/audio/sfx/sounds/coin.wav"))
- static String **currentSong** = ""

Static Private Attributes

- static Music **overworld** = Gdx.audio.newMusic(Gdx.files.internal("data/audio/soundtracks/Overworld.ogg"))
- static Music **undergrounds** = Gdx.audio.newMusic(Gdx.files.internal("data/audio/soundtracks/Undergrounds.↩ ogg"))
- static Music **lifelost** = Gdx.audio.newMusic(Gdx.files.internal("data/audio/soundtracks/Life Lost.ogg"))
- static Music **finish** = Gdx.audio.newMusic(Gdx.files.internal("data/audio/soundtracks/Course Clear.ogg"))
- static Music **song**

4.2.1 Detailed Description

This is a class that implements the audio in the game.

4.2.2 Member Function Documentation

4.2.2.1 getSong()

```
static Music nl.arjanfrans.mario.audio.Audio.getSong ( )  [static]
```

A method meant to play a song on loop depending on the state of the game.

Returns

a Music object, the current value of the global song variable.

4.2.2.2 playSong()

```
static void nl.arjanfrans.mario.audio.Audio.playSong (
            String name,
            boolean looping )  [static]
```

A method meant to play a song on loop depending on the state of the game.

Parameters

name	- the name of the song (based on the state of the game).
looping	- a boolean meant to indicate whether the song is looping or not.

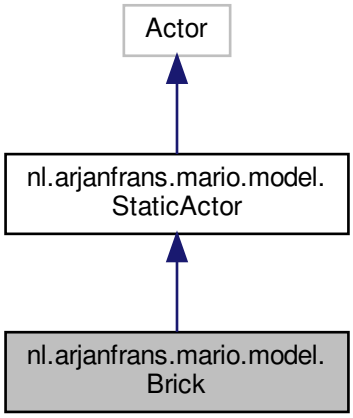
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/audio/Audio.java

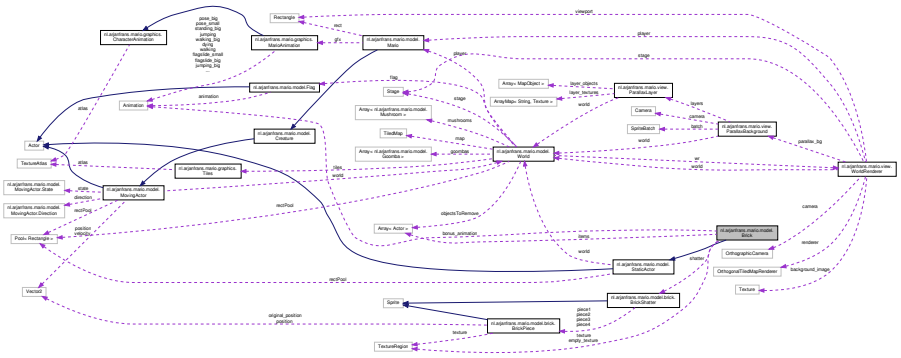
4.3 nl.arjanfrans.mario.model.Brick Class Reference

This class is the class meant to model the bricks in the game.

Inheritance diagram for nl.arjanfrans.mario.model.Brick:



Collaboration diagram for nl.arjanfrans.mario.model.Brick:



Public Member Functions

- Brick (World world, float x, float y, String color, boolean bonus, boolean destructable)

  Constructor method.
- void act (float delta)

  This method updates the actor based on time.
- void draw (Batch batch, float parentAlpha)

  This method updates the actor based on time.
- void hit (int mario_level)

  This method models the behaviour when the brick has been hit.
- float getX ()

  This method gets the x coordinate of the brick.
- float getY ()

  This method gets the y coordinate of the brick.
- Array< Actor > getItems ()

  This method gets items located inside the brick.
- Actor popItem ()

  This method pops the top item located inside the brick.
- void addItem (Actor item)

  This method adds an item to the arrat of items located inside the brick.

Private Member Functions

- void shatter ()

  Shatters the brick into pieces.

Private Attributes

- TextureRegion **texture**
- TextureRegion **empty_texture**
- float **stateTime**
- int **hitcount** = 0
- int **maxhits** = 1
- boolean **destructable**
- Array< Actor > **items**
- boolean **bonus**
- BrickShatter **shatter**

Static Private Attributes

- static Animation **bonus_animation**

Additional Inherited Members

4.3.1 Detailed Description

This class is the class meant to model the bricks in the game.

4.3.2 Constructor & Destructor Documentation

4.3.2.1 Brick()

```
nl.arjanfrans.mario.model.Brick.Brick (
            World world,
            float x,
            float y,
            String color,
            boolean bonus,
            boolean destructable )
```

Constructor method.

Method which initializes an instance of Brick.

Parameters

world	- World object which defines which game instance the brick exists in.
x	- The initial x coordinate for the brick.
y	- The initial y coordinate for the creature.
color	- a string representing the brick's color.
bonus	- a boolean indicating the existence of a bonus
destructable	- a boolean indicating the ability to destroy a brick

Returns

An instance of Brick

4.3.3 Member Function Documentation

4.3.3.1 act()

```
void nl.arjanfrans.mario.model.Brick.act (
            float delta )
```

This method updates the actor based on time.

Parameters

delta	- Time in seconds since the last frame.

4.3.3.2 addItem()

```
void nl.arjanfrans.mario.model.Brick.addItem (
            Actor item )
```

This method adds an item to the arrat of items located inside the brick.

Parameters

item	- an Actor object.

4.3.3.3 draw()

```
void nl.arjanfrans.mario.model.Brick.draw (
            Batch batch,
            float parentAlpha )
```

This method updates the actor based on time.

Parameters

parentAlpha	- The parent alpha, to be multiplied with this actor's alpha, allowing the parent's alpha to affect all children.
batch	- an object used to draw 2D rectangles that reference a texture (region).

4.3.3.4 getItems()

```
Array<Actor> nl.arjanfrans.mario.model.Brick.getItems ( )
```

This method gets items located inside the brick.

Returns

an array of Actor objects.

4.3.3.5 getX()

```
float nl.arjanfrans.mario.model.Brick.getX ( )
```

This method gets the x coordinate of the brick.

Returns

a float representing the y coordinate.

4.3.3.6 getY()

```
float nl.arjanfrans.mario.model.Brick.getY ( )
```

This method gets the y coordinate of the brick.

Returns

a float representing the y coordinate.

4.3.3.7 hit()

```
void nl.arjanfrans.mario.model.Brick.hit (
            int mario_level )
```

This method models the behaviour when the brick has been hit.

Parameters

mario_level	- an integer indicating the size of Mario.

4.3.3.8 popItem()

```
Actor nl.arjanfrans.mario.model.Brick.popItem ( )
```

This method pops the top item located inside the brick.

Returns

an Actor object.

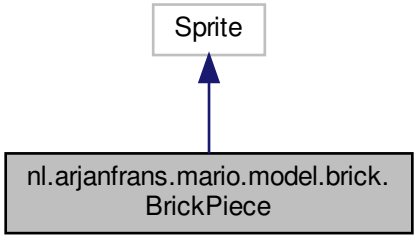
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/Brick.java

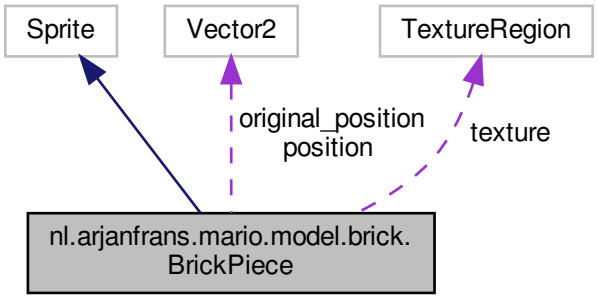
4.4 nl.arjanfrans.mario.model.brick.BrickPiece Class Reference

This class is the class meant to model the pieces of the bricks in the game.

Inheritance diagram for nl.arjanfrans.mario.model.brick.BrickPiece:



Collaboration diagram for nl.arjanfrans.mario.model.brick.BrickPiece:



Public Member Functions

- BrickPiece (float x, float y, int direction)

  Constructor method for BrickPiece.
- void draw (Batch batch)

  This is the method meant to draw a BrickPiece.

Private Attributes

- TextureRegion **texture** = Tiles.getTile8("brick_piece")
- Vector2 **position**
- Vector2 **original_position**
- float **angle** = 0
- float **speed** = 0.25f
- float **length** = 0.4f
- int **direction**
- int **rotation** = 0

Static Private Attributes

- static final float **SIZE** = 0.5f

4.4.1 Detailed Description

This class is the class meant to model the pieces of the bricks in the game.

4.4.2 Constructor & Destructor Documentation

4.4.2.1 BrickPiece()

```
nl.arjanfrans.mario.model.brick.BrickPiece.BrickPiece (
            float x,
            float y,
            int direction )
```

Constructor method for BrickPiece.

Parameters

x	- x coordinate of the brick piece
y	- y coordinate of the brick piece
direction	- The direction/position the brick piece

Returns

an instance of BrickPiece

4.4.3 Member Function Documentation

4.4.3.1 draw()

```
void nl.arjanfrans.mario.model.brick.BrickPiece.draw (
            Batch batch )
```

This is the method meant to draw a BrickPiece.

Parameters

batch	- an object used to draw 2D rectangles that reference a texture (region).

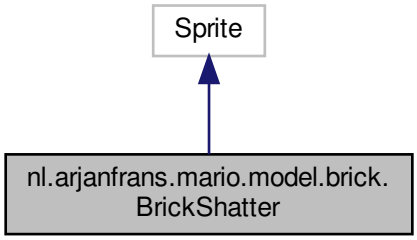
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/brick/BrickPiece.java

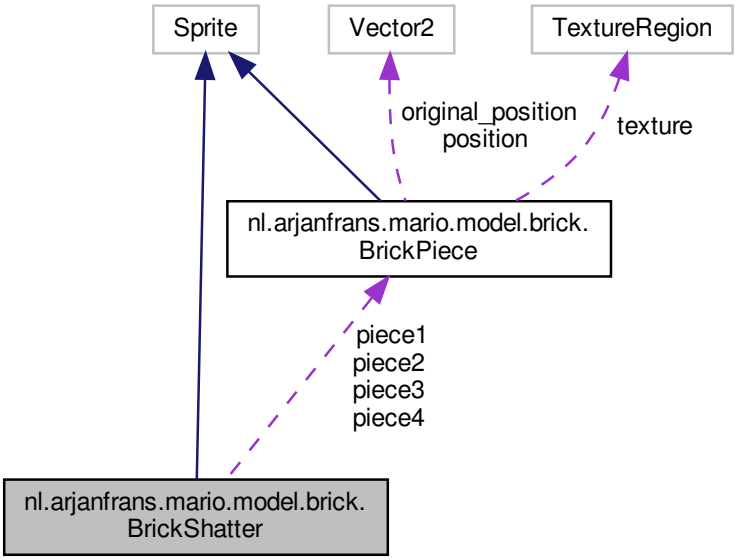
4.5 nl.arjanfrans.mario.model.brick.BrickShatter Class Reference

This class is the class meant to model the shattering of the bricks in the game.

Inheritance diagram for nl.arjanfrans.mario.model.brick.BrickShatter:



Collaboration diagram for nl.arjanfrans.mario.model.brick.BrickShatter:



Public Member Functions

- BrickShatter (float x, float y)

  Constructor method for BrickShatter.
- void draw (Batch batch)

  This is the method meant to draw a BrickShatter.

Private Attributes

- BrickPiece **piece1**
- BrickPiece **piece2**
- BrickPiece **piece3**
- BrickPiece **piece4**

4.5.1 Detailed Description

This class is the class meant to model the shattering of the bricks in the game.

4.5.2 Constructor & Destructor Documentation

4.5.2.1 BrickShatter()

```
nl.arjanfrans.mario.model.brick.BrickShatter.BrickShatter (
            float x,
            float y )
```

Constructor method for BrickShatter.

Parameters

x	- base x coordinate of the brick pieces
y	- base y coordinate of the brick pieces

Returns

an instance of BrickShatter

4.5.3 Member Function Documentation

4.5.3.1 draw()

```
void nl.arjanfrans.mario.model.brick.BrickShatter.draw (
            Batch batch )
```

This is the method meant to draw a BrickShatter.

Parameters

batch	- an object used to draw 2D rectangles that reference a texture (region).

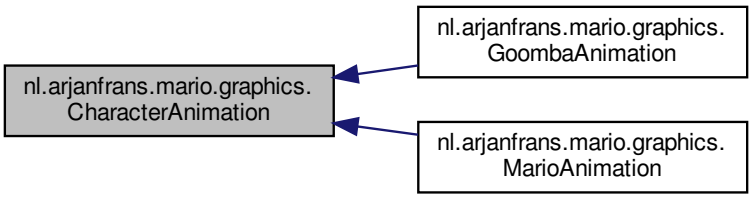
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/brick/BrickShatter.java

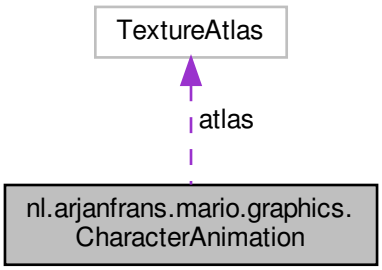
4.6 nl.arjanfrans.mario.graphics.CharacterAnimation Class Reference

This is an abstract class that will be implemented to handle the animations of various characters in the game.

Inheritance diagram for nl.arjanfrans.mario.graphics.CharacterAnimation:



Collaboration diagram for nl.arjanfrans.mario.graphics.CharacterAnimation:



Public Member Functions

- void dispose ()

  This method disposes of the animation.

Static Public Attributes

- static final float **scale** = 1/16f

Protected Attributes

- TextureAtlas **atlas** = new TextureAtlas("data/characters/characters.atlas")

4.6.1 Detailed Description

This is an abstract class that will be implemented to handle the animations of various characters in the game.

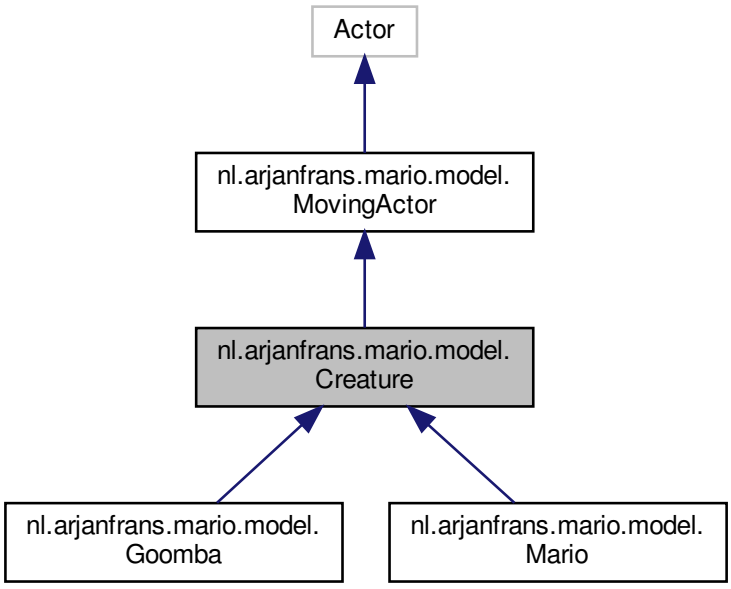
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/graphics/CharacterAnimation.java

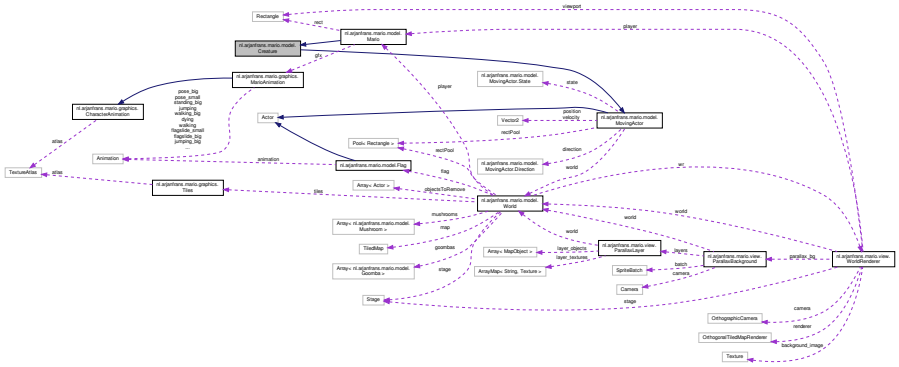
4.7 nl.arjanfrans.mario.model.Creature Class Reference

This class is the class model to represent any moving actor that is interactive, and not Mario.

Inheritance diagram for nl.arjanfrans.mario.model.Creature:



Collaboration diagram for nl.arjanfrans.mario.model.Creature:



Public Member Functions

- Creature (World world, float positionX, float positionY, float f)

  Constructor method.
- abstract Animation getAnimation ()

  Gets the animation of the creature.

Protected Member Functions

- abstract void dieByFalling ()

  Eliminates the creature when it dies by falling.
- abstract void collisionXAction ()

  Describes behaviour when creature interacts with object in the X direction.

Additional Inherited Members

4.7.1 Detailed Description

This class is the class model to represent any moving actor that is interactive, and not Mario.

4.7.2 Constructor & Destructor Documentation

4.7.2.1 Creature()

```
nl.arjanfrans.mario.model.Creature.Creature (
            World world,
            float positionX,
            float positionY,
            float f )
```

Constructor method.

Method which initializes and instance of Creature

Parameters

world	World object which defines which game instance the creature exists in
positionX	The initial x coordinate for the creature
positionY	The initial y coordinate for the creature
f	Height of the creature

Returns

An instance of Creature

The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/Creature.java

4.8 nl.arjanfrans.mario.debug.D Class Reference

Debug class.

Static Public Member Functions

- static void o (String msg)
  Print debug message.
- static void o (float msg)
  Print debug message.

4.8.1 Detailed Description

Debug class.

4.8.2 Member Function Documentation

4.8.2.1 o() [1/2]

```
static void nl.arjanfrans.mario.debug.D.o (
            String msg )  [static]
```

Print debug message.

Parameters

msg	String value

4.8.2.2 o() [2/2]

```
static void nl.arjanfrans.mario.debug.D.o (
            float msg )  [static]
```

Print debug message.

Parameters

msg	float value

The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/debug/D.java

4.9 nl.arjanfrans.mario.desktop.DesktopLauncher Class Reference

This class is the main method allowing the game to initialize and launch.

Static Public Member Functions

- static void main (String[ ] arg)
  Main method.

4.9.1 Detailed Description

This class is the main method allowing the game to initialize and launch.

4.9.2 Member Function Documentation

4.9.2.1 main()

```
static void nl.arjanfrans.mario.desktop.DesktopLauncher.main (
            String [] arg )  [static]
```

Main method.

Method which is launched to trigger the initialization of the game through libGDX

Parameters

arg	- an array of string arguments from the command line

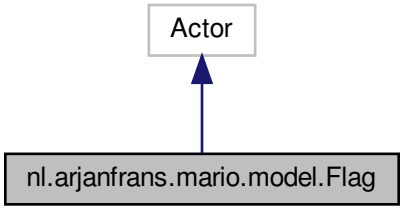
The documentation for this class was generated from the following file:

- desktop/src/nl/arjanfrans/mario/desktop/DesktopLauncher.java

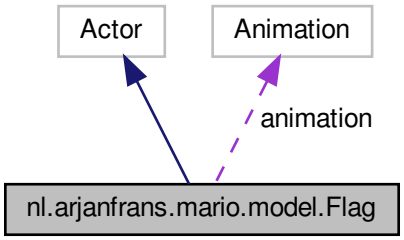
4.10 nl.arjanfrans.mario.model.Flag Class Reference

This flag represents the flag pole at the end of the stage that completes if Mario interacts with it.

Inheritance diagram for nl.arjanfrans.mario.model.Flag:



Collaboration diagram for nl.arjanfrans.mario.model.Flag:



Public Member Functions

- Flag (float x, float y, float width, float height, float endX, float endY)

  Constructor method.
- void act (float delta)

  How the Flag acts each time instance.
- void takeDown ()

  Mario captures flag.
- void draw (Batch batch, float parentAlpha)

  Draws the flag.
- Rectangle rect ()

  Rectangle object in which the Flag exists in.
- float getEndX ()

  Gets end X coordinate.
- float getEndY ()

  Gets end Y coordinate.
- boolean isDown ()

  Gets whether the flag is down or not.
- void setDown (boolean down)

  Sets the flag to the down state.

Private Attributes

- Animation animation
- float stateTime
- float endX
- float endY
- boolean down = false
- float bottomY
- float slideOffset = 2

4.10.1 Detailed Description

This flag represents the flag pole at the end of the stage that completes if Mario interacts with it.

4.10.2 Constructor & Destructor Documentation

4.10.2.1 Flag()

```
nl.arjanfrans.mario.model.Flag.Flag (
            float x,
            float y,
            float width,
            float height,
            float endX,
            float endY )
```

Constructor method.

Method which initializes an instance of Flag

Parameters

x	x coordinate of the position of the Flag
y	y coordinate of the position of the Flag
width	The width of the Flag
height	The height of the Flag
endX	x coordinate to describe where the Flag ends
endY	y coordinate to describe where the Flag ends

Returns

An instance of Flag

4.10.3 Member Function Documentation

4.10.3.1 act()

```
void nl.arjanfrans.mario.model.Flag.act (
            float delta )
```

How the Flag acts each time instance.

After each discrete time step, this method is called and the state time is updated

Parameters

delta	The change in time for the actor

4.10.3.2 draw()

```
void nl.arjanfrans.mario.model.Flag.draw (
            Batch batch,
            float parentAlpha )
```

Draws the flag.

Assists libGDX in drawing the Flag into the world, defines position and animation

Parameters

batch	Texture region where the Flag is being drawn
parentAlpha	Not used

4.10.3.3 getEndX()

```
float nl.arjanfrans.mario.model.Flag.getEndX ( )
```

Gets end X coordinate.

Returns

Returns float representing the x coordinate where the rectangle surrounding the Flag ends

4.10.3.4 getEndY()

```
float nl.arjanfrans.mario.model.Flag.getEndY ( )
```

Gets end Y coordinate.

Returns

Returns float representing the y coordinate where the rectangle surrounding the Flag ends

4.10.3.5 isDown()

```
boolean nl.arjanfrans.mario.model.Flag.isDown ( )
```

Gets whether the flag is down or not.

Returns

Returns boolean of whether the flag has been captured or not

4.10.3.6 rect()

```
Rectangle nl.arjanfrans.mario.model.Flag.rect ( )
```

Rectangle object in which the Flag exists in.

Returns

Returns libGDX rectangle object with this objects coordinates

4.10.3.7 setDown()

```
void nl.arjanfrans.mario.model.Flag.setDown (
            boolean down )
```

Sets the flag to the down state.

Parameters

down	A boolean representing whether the Flag is in the down state or not

4.10.3.8 takeDown()

```
void nl.arjanfrans.mario.model.Flag.takeDown ( )
```

Mario captures flag.

Triggered when Mario interacts with the Flag pole

4.10.4 Member Data Documentation

4.10.4.1 animation

```
Animation nl.arjanfrans.mario.model.Flag.animation  [private]
```

Animation that the flag displays

4.10.4.2 bottomY

```
float nl.arjanfrans.mario.model.Flag.bottomY  [private]
```

Y coordinate to describe the bottom of the flag

4.10.4.3 down

```
boolean nl.arjanfrans.mario.model.Flag.down = false  [private]
```

If the flag has been captured or not

4.10.4.4 endX

```
float nl.arjanfrans.mario.model.Flag.endX  [private]
```

X coordinate to describe where the Flag ends

4.10.4.5 endY

```
float nl.arjanfrans.mario.model.Flag.endY  [private]
```

Y coordinate to describe where the Flag ends

4.10.4.6 slideOffset

```
float nl.arjanfrans.mario.model.Flag.slideOffset = 2  [private]
```

Y value to compensate for the slide height

4.10.4.7 stateTime

```
float nl.arjanfrans.mario.model.Flag.stateTime  [private]
```

Internal time representation of object

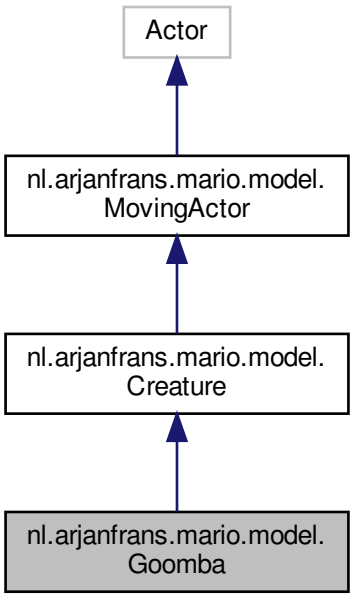
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/Flag.java

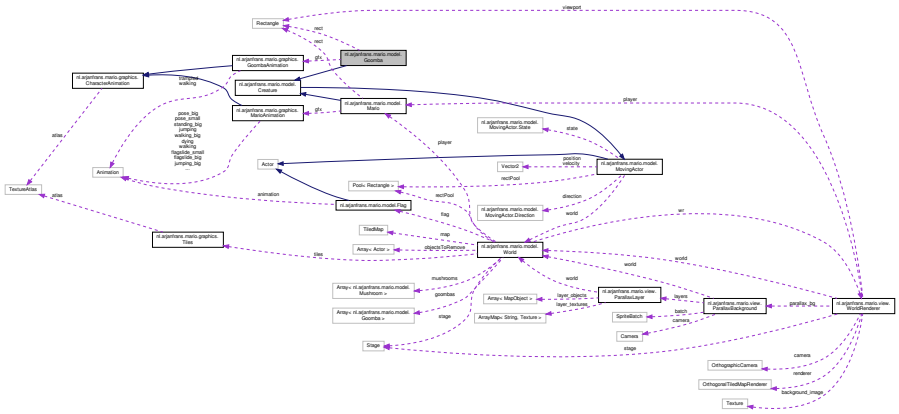
4.11 nl.arjanfrans.mario.model.Goomba Class Reference

Goomba represents the Goomba enemies from the original Mario game.

Inheritance diagram for nl.arjanfrans.mario.model.Goomba:



Collaboration diagram for nl.arjanfrans.mario.model.Goomba:



Public Member Functions

- Goomba (World world, float positionX, float positionY)

  Constructor method.
- void draw (Batch batch, float parentAlpha)

  Draws the Goomba on the GUI.
- void act (float delta)

  Determines how the Goomba acts after each discrete time step.
- Animation getAnimation ()

  Gets the animation of this Goomba.
- void dispose ()

  Removes the Goomba from the world.

Protected Member Functions

- void deadByTrample ()

  Goomba dies by getting trampled.
- void dieByFalling ()

  Goomba dies by falling off the map.
- void collisionWithCreature ()

  Determines behaviour when Goomba collides with another creature.
- void collisionXAction ()

  Determines behaviour of when Goomba collides with an object in the X direction.

Protected Attributes

- float max_velocity = 1f
- GoombaAnimation gfx = new GoombaAnimation()
- Rectangle rect = new Rectangle()

Private Member Functions

- void dieByTrample ()

  When Goomba dies by getting trampled.

4.11.1 Detailed Description

Goomba represents the Goomba enemies from the original Mario game.

4.11.2 Constructor & Destructor Documentation

4.11.2.1 Goomba()

```
nl.arjanfrans.mario.model.Goomba.Goomba (
            World world,
            float positionX,
            float positionY )
```

Constructor method.

Method which initializes an instance of Goomba

Parameters

world	The world in which the Goomba will exist in
positionX	x coordinate of the position of the Goomba
positionY	y coordinate of the position of the Goomba

Returns

An instance of Goomba

4.11.3 Member Function Documentation

4.11.3.1 act()

```
void nl.arjanfrans.mario.model.Goomba.act (
            float delta )
```

Determines how the Goomba acts after each discrete time step.

Parameters

delta	Float representing the change in time

4.11.3.2 collisionWithCreature()

```
void nl.arjanfrans.mario.model.Goomba.collisionWithCreature ( )  [protected]
```

Determines behaviour when Goomba collides with another creature.

Checks if this Goomba is colliding with any other Goomba in the world

4.11.3.3 dieByTrample()

```
void nl.arjanfrans.mario.model.Goomba.dieByTrample ( )  [private]
```

When Goomba dies by getting trampled.

A Goomba will die when getting trampled (Mario steps on Goomba's head). This results in the Goomba dying and being removed from the world

4.11.3.4 draw()

```
void nl.arjanfrans.mario.model.Goomba.draw (
            Batch batch,
            float parentAlpha )
```

Draws the Goomba on the GUI.

Assists libGDX in drawing the Goomba to a specified batch

Parameters

batch	The texture region where the Goomba is being drawn
parentAlpha	Not used

4.11.3.5 getAnimation()

```
Animation nl.arjanfrans.mario.model.Goomba.getAnimation ( )
```

Gets the animation of this Goomba.

Returns

Animation object representing which animations the Goomba will play

4.11.4 Member Data Documentation

4.11.4.1 gfx

```
GoombaAnimation nl.arjanfrans.mario.model.Goomba.gfx = new GoombaAnimation()  [protected]
```

Animations of Goomba

4.11.4.2 max_velocity

```
float nl.arjanfrans.mario.model.Goomba.max_velocity = 1f  [protected]
```

Maximum velocity of Goomba

4.11.4.3 rect

```
Rectangle nl.arjanfrans.mario.model.Goomba.rect = new Rectangle()  [protected]
```

Rectangle object surrounding the Goomba

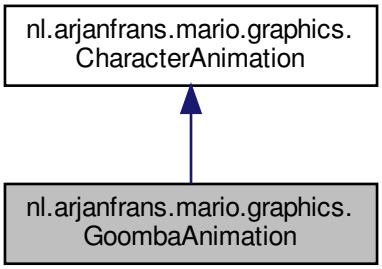
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/Goomba.java

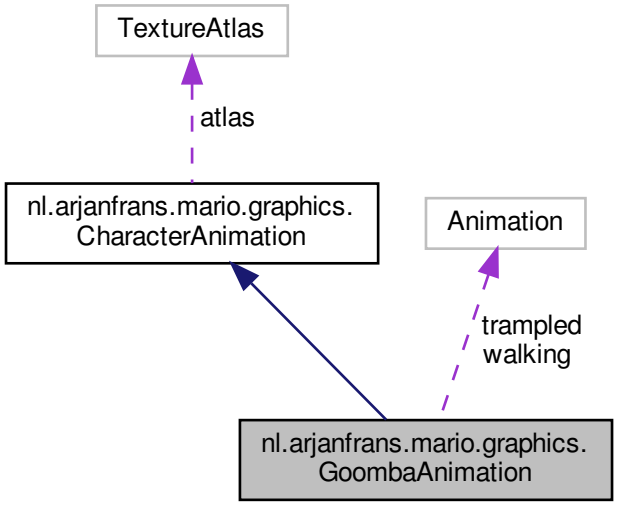
4.12 nl.arjanfrans.mario.graphics.GoombaAnimation Class Reference

This is a class that implements the abstract class, CharacterAnimation, specifically for the animation of the Goomba character.

Inheritance diagram for nl.arjanfrans.mario.graphics.GoombaAnimation:



Collaboration diagram for nl.arjanfrans.mario.graphics.GoombaAnimation:



Public Member Functions

- GoombaAnimation ()

  Constructor method for GoombaAnimation.
- Animation getAnimation (State state)

  A method meant to retrieve a Goomba animation based on the Goomba's state.
- Vector2 getDimensions (State state)

  A method meant to retrieve the dimensions of a Goomba animation based on the Goomba's state.

Private Attributes

- Animation **walking**
- Animation **trampled**

Additional Inherited Members

4.12.1 Detailed Description

This is a class that implements the abstract class, CharacterAnimation, specifically for the animation of the Goomba character.

4.12.2 Constructor & Destructor Documentation

4.12.2.1 GoombaAnimation()

```
nl.arjanfrans.mario.graphics.GoombaAnimation.GoombaAnimation ( )
```

Constructor method for GoombaAnimation.

Method which initializes an instance of GoombaAnimation.

Returns

An instance of GoombaAnimation

4.12.3 Member Function Documentation

4.12.3.1 getAnimation()

```
Animation nl.arjanfrans.mario.graphics.GoombaAnimation.getAnimation (
            State state )
```

A method meant to retrieve a Goomba animation based on the Goomba's state.

Parameters

state	- the state of the Goomba, refers to the State enum class

Returns

An instance of Animation

4.12.3.2 getDimensions()

```
Vector2 nl.arjanfrans.mario.graphics.GoombaAnimation.getDimensions (
            State state )
```

A method meant to retrieve the dimensions of a Goomba animation based on the Goomba's state.

Parameters

state	- the state of the Goomba, refers to the State enum class.

Returns

An instance of Vector2.

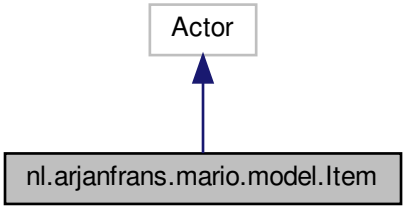
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/graphics/GoombaAnimation.java

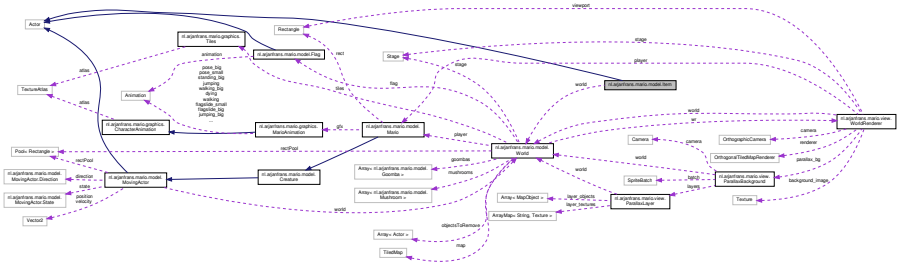
4.13 nl.arjanfrans.mario.model.Item Class Reference

Represents any item in game.

Inheritance diagram for nl.arjanfrans.mario.model.Item:



Collaboration diagram for nl.arjanfrans.mario.model.Item:



Public Member Functions

- Item (World world, boolean visible)

  Constructor method.

Protected Attributes

- World world

4.13.1 Detailed Description

Represents any item in game.

4.13.2 Constructor & Destructor Documentation

4.13.2.1 Item()

```
nl.arjanfrans.mario.model.Item.Item (
            World world,
            boolean visible )
```

Constructor method.

Method which initializes an instance of Item

Parameters

world	The world in which the Goomba will exist in
visible	If the item is visible or not

Returns

An instance of Item

4.13.3 Member Data Documentation

4.13.3.1 world

```
World nl.arjanfrans.mario.model.Item.world  [protected]
```

The world in which the item exists

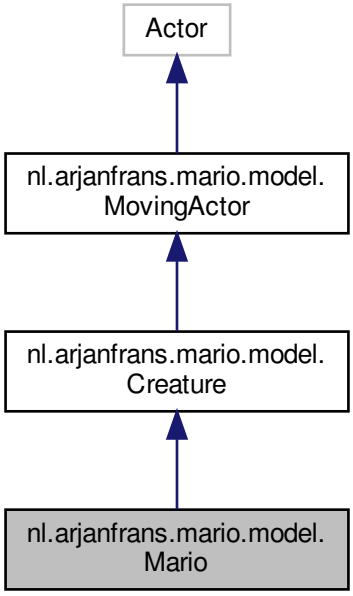
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/Item.java

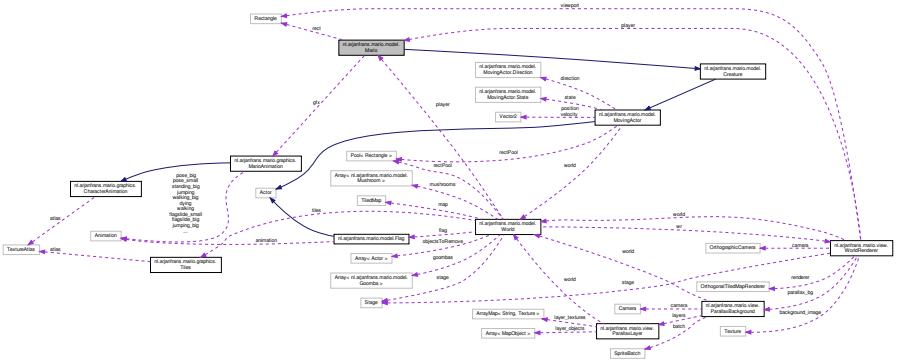
4.14 nl.arjanfrans.mario.model.Mario Class Reference

Represents the playable character in the game.

Inheritance diagram for nl.arjanfrans.mario.model.Mario:



Collaboration diagram for nl.arjanfrans.mario.model.Mario:



Public Member Functions

- Mario (World world, float positionX, float positionY)

  Constructor method.
- void captureFlag (Flag flag, float endX, float endY)

  Behaviour when Mario interacts with the flag pole (finishes the game)
- void act (float delta)

  Controls Mario's movement after each discrete time step.
- void draw (Batch batch, float parentAlpha)

Draws Mario on the GUI.

- Animation getAnimation ()

  Returns Mario's animations.

- void dispose ()

  Removes Mario from the GUI.

- void setImmume (boolean immume)

  Sets Mario's immune status.

- void move (Direction dir)

  Sets Mario's velocity and direction to be in the direction of the specified movement.

- boolean isControlsEnabled ()

  Returns whether the user has control of Mario.

- void setControlsEnabled (boolean controlsEnabled)

  Sets whether the user has control of Mario or not.

Protected Member Functions

- void updateSize ()

  Updates Mario's size on GUI based on the dimensions of the state and level.

- void dieByFalling ()

  Eliminates Mario when he is below the bounds of the stage.

- void collisionXAction ()

  Triggered when Mario collides with an object in the X direction.

- void collisionWithEnemy ()

  Determines if Mario is colliding with any enemy.

- void applyPhysics (Rectangle rect)

  Applies gravity and physics to Mario.

- void collisionWithMushroom ()

  Determines if Mario is consuming a mushroom.

Protected Attributes

- MarioAnimation gfx = new MarioAnimation()
- Rectangle rect = new Rectangle()

Private Member Functions

- void hitByEnemy ()

  Behaviour when Mario is hit by an enemy.

- boolean isTouched (float startX, float endX)

  Returns whether Mario is touching an object.

- void jump ()

  Behaviour for when Mario jumps.

- void big_mario (Mushroom mushroom)

  Causes Mario to transform into Big Mario (power-up)

Private Attributes

- float **jump_boost** = 40f
- boolean immume
- boolean controlsEnabled = true

4.14.1 Detailed Description

Represents the playable character in the game.

4.14.2 Constructor & Destructor Documentation

4.14.2.1 Mario()

```
nl.arjanfrans.mario.model.Mario.Mario (
            World world,
            float positionX,
            float positionY )
```

Constructor method.

Method which initializes an instance of Mario

Parameters

world	The world in which Mario will exist in
positionX	x coordinate of the position of Mario
positionY	y coordinate of the position of Mario

Returns

An instance of Mario

4.14.3 Member Function Documentation

4.14.3.1 act()

```
void nl.arjanfrans.mario.model.Mario.act (
            float delta )
```

Controls Mario's movement after each discrete time step.

Parameters

delta	Change in time

4.14.3.2 applyPhysics()

```
void nl.arjanfrans.mario.model.Mario.applyPhysics (
            Rectangle rect )  [protected]
```

Applies gravity and physics to Mario.

Applies gravity if Mario is falling. Determines if Mario is colliding with an actor or object within the stage

Parameters

rect	A rectangle object that is being checked for collision against Mario

4.14.3.3 big_mario()

```
void nl.arjanfrans.mario.model.Mario.big_mario (
            Mushroom mushroom )  [private]
```

Causes Mario to transform into Big Mario (power-up)

Changes Mario's model to be large, have an extra health point, and plays an audio cue

Parameters

mushroom	The mushroom Mario has consumed

4.14.3.4 captureFlag()

```
void nl.arjanfrans.mario.model.Mario.captureFlag (
            Flag flag,
            float endX,
            float endY )
```

Behaviour when Mario interacts with the flag pole (finishes the game)

Plays slide animation, win sound, and completes the game

Parameters

flag	The flag object in which Mario has interacted with
endX	x coordinate where Mario will walk to after sliding down the pole
endY	y coordinate where Mario will walk to after sliding down the pole

4.14.3.5 collisionWithEnemy()

```
void nl.arjanfrans.mario.model.Mario.collisionWithEnemy ( )  [protected]
```

Determines if Mario is colliding with any enemy.

Checks all Goomba's in the stage for collision with Mario. If Mario is colliding then Mario will take damage or be eliminated. If Mario is trampling a Goomba then the Goomba will be eliminated

4.14.3.6 collisionWithMushroom()

```
void nl.arjanfrans.mario.model.Mario.collisionWithMushroom ( )  [protected]
```

Determines if Mario is consuming a mushroom.

Checks all mushrooms in the stage and deteremines if Mario is consuming (colliding) with any of them

4.14.3.7 collisionXAction()

```
void nl.arjanfrans.mario.model.Mario.collisionXAction ( )  [protected]
```

Triggered when Mario collides with an object in the X direction.

Stops Mario since Mario cannot move through object

4.14.3.8 draw()

```
void nl.arjanfrans.mario.model.Mario.draw (
            Batch batch,
            float parentAlpha )
```

Draws Mario on the GUI.

Assists libGDX in drawing Mario in a specific batch

Parameters

batch	The texture region where Mario is to be drawn
parentAlpha	Not used

4.14.3.9 getAnimation()

```
Animation nl.arjanfrans.mario.model.Mario.getAnimation ( )
```

Returns Mario's animations.

Returns

An animation object representing Mario's animations

4.14.3.10 hitByEnemy()

```
void nl.arjanfrans.mario.model.Mario.hitByEnemy ( )  [private]
```

Behaviour when Mario is hit by an enemy.

When Mario is hit by an enemy he will take damage, or be eliminated from the stage

4.14.3.11 isControlsEnabled()

```
boolean nl.arjanfrans.mario.model.Mario.isControlsEnabled ( )
```

Returns whether the user has control of Mario.

Returns

A boolean whether the user has control of Mario or not

4.14.3.12 isTouched()

```
boolean nl.arjanfrans.mario.model.Mario.isTouched (
            float startX,
            float endX )  [private]
```

Returns whether Mario is touching an object.

Parameters

startX	x coordinate of the position of the object Mario may be colliding with
endY	y coordinate of the position of the object Mario may be colliding with

Returns

A boolean whether Mario is colliding with the object

4.14.3.13 jump()

```
void nl.arjanfrans.mario.model.Mario.jump ( )  [private]
```

Behaviour for when Mario jumps.

Causes Mario's y velocity to increase by his jump velocity. Plays jump sound effect

4.14.3.14 move()

```
void nl.arjanfrans.mario.model.Mario.move (
            Direction dir )
```

Sets Mario's velocity and direction to be in the direction of the specified movement.

Parameters

dir	The direction in which Mario is desired to move in

4.14.3.15 setControlsEnabled()

```
void nl.arjanfrans.mario.model.Mario.setControlsEnabled (
            boolean controlsEnabled )
```

Sets whether the user has control of Mario or not.

Parameters

controlsEnabled	A boolean representing whether the user has control of Mario or not

4.14.3.16 setImmume()

```
void nl.arjanfrans.mario.model.Mario.setImmume (
            boolean immume )
```

Sets Mario's immune status.

Parameters

immume	A boolean representing if Mario is immune or not

4.14.4 Member Data Documentation

4.14.4.1 controlsEnabled

```
boolean nl.arjanfrans.mario.model.Mario.controlsEnabled = true  [private]
```

If the user can control Mario or not

4.14.4.2 gfx

```
MarioAnimation nl.arjanfrans.mario.model.Mario.gfx = new MarioAnimation()  [protected]
```

Mario's animations

4.14.4.3 immume

```
boolean nl.arjanfrans.mario.model.Mario.immume  [private]
```

If Mario can take damage or not

4.14.4.4 rect

```
Rectangle nl.arjanfrans.mario.model.Mario.rect = new Rectangle()  [protected]
```

Rectanlge surrounding Mario

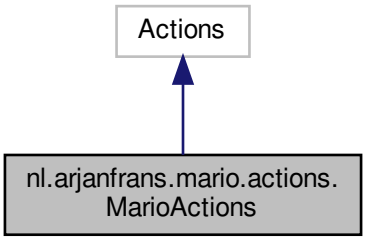
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/Mario.java

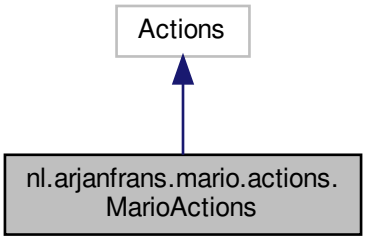
4.15 nl.arjanfrans.mario.actions.MarioActions Class Reference

Inherited class Actions.

Inheritance diagram for nl.arjanfrans.mario.actions.MarioActions:



Collaboration diagram for nl.arjanfrans.mario.actions.MarioActions:



Classes

- class **bigMario**

  Inherited class Action.
- class **finishLevel**

  Inherited class Action.
- class **flagTakeDown**

  Inherited class Action.
- class **setState**

  Inherited class Action.
- class **stopImmume**

  Inherited class Action.
- class **walkTo**

  Inherited class Action.

Static Public Member Functions

- static Action stopImmumeAction (Mario actor)

  Stopping immune actions.
- static Action bigMarioAction (Mario actor)

  Actions for big mario.
- static Action flagTakeDownAction (Flag flag)

  Taking down the flag action.
- static Action finishLevelAction ()
- static Action setStateAction (Mario actor, State state)

  Set action state.
- static Action walkToAction (Mario actor, float x, float y)

  Action for walking to.

4.15.1 Detailed Description

Inherited class Actions.

4.15.2 Member Function Documentation

4.15.2.1 bigMarioAction()

```
static Action nl.arjanfrans.mario.actions.MarioActions.bigMarioAction (
            Mario actor )  [static]
```

Actions for big mario.

Parameters

actor	Mario object

Returns

bigMario(actor) Action object

4.15.2.2 finishLevelAction()

```
static Action nl.arjanfrans.mario.actions.MarioActions.finishLevelAction ( )  [static]
```

Set the World reset_flag to true

Returns

finishLevel() Action object

4.15.2.3 flagTakeDownAction()

```
static Action nl.arjanfrans.mario.actions.MarioActions.flagTakeDownAction (
            Flag flag )  [static]
```

Taking down the flag action.

Parameters

flag	Flag object

Returns

flagTakeDown(flag)

4.15.2.4 setStateAction()

```
static Action nl.arjanfrans.mario.actions.MarioActions.setStateAction (
            Mario actor,
            State state )  [static]
```

Set action state.

Parameters

actor	Mario object
state	State object

Returns

setState(actor, state) Action object

4.15.2.5 stopImmumeAction()

```
static Action nl.arjanfrans.mario.actions.MarioActions.stopImmumeAction (
            Mario actor )  [static]
```

Stopping immune actions.

Parameters

actor	Mario object

Returns

true boolean value

4.15.2.6 walkToAction()

```
static Action nl.arjanfrans.mario.actions.MarioActions.walkToAction (
            Mario actor,
            float x,
            float y )  [static]
```

Action for walking to.

Parameters

actor	Mario object
x	coordinate
y	coordinate

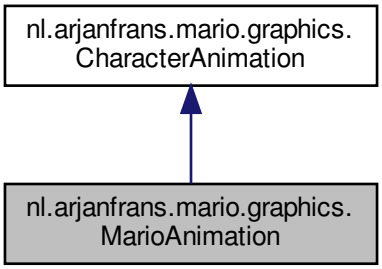
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/actions/MarioActions.java

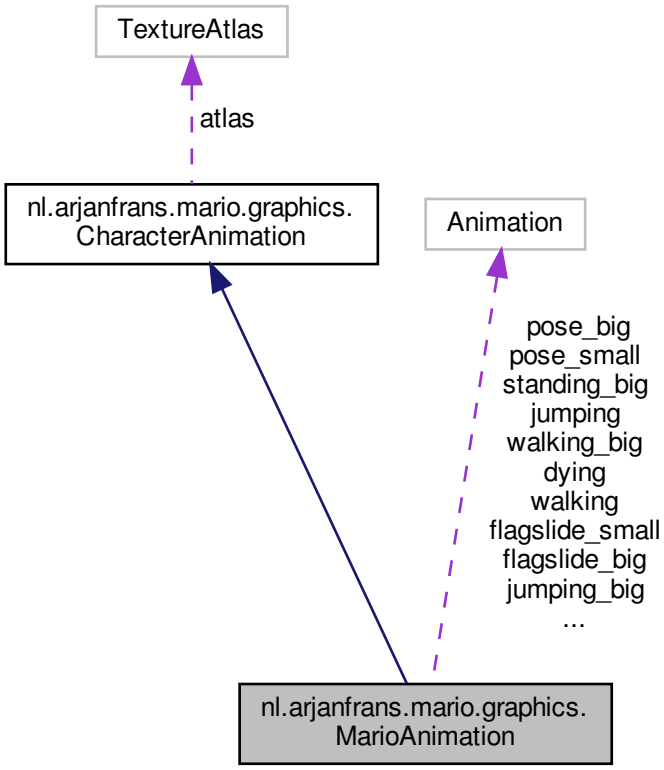
4.16 nl.arjanfrans.mario.graphics.MarioAnimation Class Reference

This is a class that implements the abstract class, CharacterAnimation, specifically for the animation of Mario.

Inheritance diagram for nl.arjanfrans.mario.graphics.MarioAnimation:



Collaboration diagram for nl.arjanfrans.mario.graphics.MarioAnimation:



Public Member Functions

- MarioAnimation ()

  Constructor method for MarioAnimation.
- Animation getAnimation (State state, int level)

  A method meant to retrieve a Mario animation based on the Mario's state and size.
- Vector2 getDimensions (State state, int level)

  A method meant to retrieve the dimensions of a Mario animation based on Mario's state, and size.
- float getFrameWidth (int level, float width)

  A method meant to retrieve the frame width of a Mario animation based on Mario's size and width.
- float getFrameHeight (int level, float height)

  A method meant to retrieve the frame height of a Mario animation based on Mario's size and width.

Static Private Attributes

- static Animation **walking**
- static Animation **standing**
- static Animation **jumping**
- static Animation **dying**

- static Animation **walking_big**
- static Animation **standing_big**
- static Animation **jumping_big**
- static Animation **crouch_big**
- static Animation **flagslide_small**
- static Animation **flagslide_big**
- static Animation **pose_small**
- static Animation **pose_big**

Additional Inherited Members

4.16.1 Detailed Description

This is a class that implements the abstract class, CharacterAnimation, specifically for the animation of Mario.

4.16.2 Constructor & Destructor Documentation

4.16.2.1 MarioAnimation()

```
nl.arjanfrans.mario.graphics.MarioAnimation.MarioAnimation ( )
```

Constructor method for MarioAnimation.

Method which initializes an instance of MarioAnimation.

Returns

An instance of MarioAnimation

4.16.3 Member Function Documentation

4.16.3.1 getAnimation()

```
Animation nl.arjanfrans.mario.graphics.MarioAnimation.getAnimation (
            State state,
            int level )
```

A method meant to retrieve a Mario animation based on the Mario's state and size.

Parameters

state	- the state of the Goomba, refers to the State enum class.
level	- an integer indicating Mario's current size.

Returns

An instance of Animation

4.16.3.2 getDimensions()

```
Vector2 nl.arjanfrans.mario.graphics.MarioAnimation.getDimensions (
            State state,
            int level )
```

A method meant to retrieve the dimensions of a Mario animation based on Mario's state, and size.

Parameters

state	- the state of the Goomba, refers to the State enum class.
level	- an integer indicating Mario's current size.

Returns

An instance of Vector2.

4.16.3.3 getFrameHeight()

```
float nl.arjanfrans.mario.graphics.MarioAnimation.getFrameHeight (
            int level,
            float height )
```

A method meant to retrieve the frame height of a Mario animation based on Mario's size and width.

Parameters

height	- a float representing the height of the frame.
level	- an integer indicating Mario's current size.

Returns

a float representing the frame height.

4.16.3.4 getFrameWidth()

```
float nl.arjanfrans.mario.graphics.MarioAnimation.getFrameWidth (
            int level,
            float width )
```

A method meant to retrieve the frame width of a Mario animation based on Mario's size and width.

Parameters

width	- a float representing the width of the frame.
level	- an integer indicating Mario's current size.

Returns

a float representing the frame witdh.

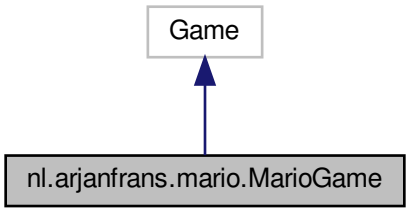
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/graphics/MarioAnimation.java

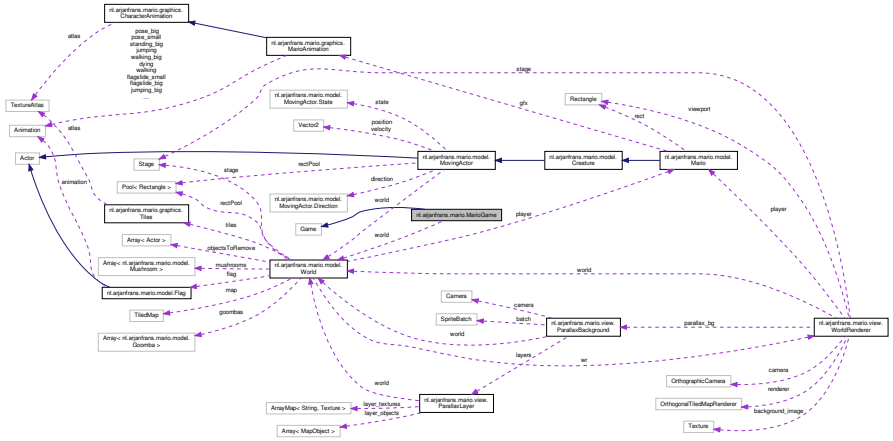
4.17 nl.arjanfrans.mario.MarioGame Class Reference

The class meant to render the game.

Inheritance diagram for nl.arjanfrans.mario.MarioGame:



Collaboration diagram for nl.arjanfrans.mario.MarioGame:



Public Member Functions

- void create ()

  The method creates a new World object.
- void dispose ()

  The method disposes of a World object.
- void resize (int width, int height)

  The method resizes the game, as the window is resized.
- void **pause** ()
- void **resume** ()
- void render ()

  The method makes any necessary updates to the game, and calls when the application should render itself.

Static Public Attributes

- static final String **VERSION** = "0.01"
- static final boolean **DEBUG** = true
- static final int **FPS** = 60

Private Attributes

- World **world**

4.17.1 Detailed Description

The class meant to render the game.

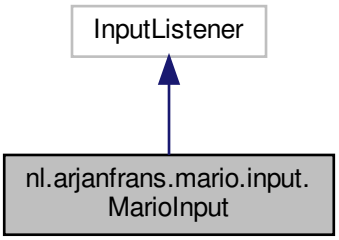
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/MarioGame.java

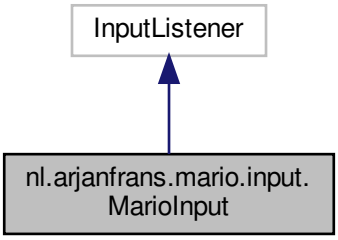
4.18 nl.arjanfrans.mario.input.MarioInput Class Reference

Inherited class that overrides mario input methods.

Inheritance diagram for nl.arjanfrans.mario.input.MarioInput:



Collaboration diagram for nl.arjanfrans.mario.input.MarioInput:



Public Member Functions

- boolean touchDown (InputEvent event, float x, float y, int pointer, int button)
- void touchUp (InputEvent event, float x, float y, int pointer, int button)
- boolean keyDown (InputEvent event, int keycode)
- boolean keyUp (InputEvent event, int keycode)

4.18.1 Detailed Description

Inherited class that overrides mario input methods.

4.18.2 Member Function Documentation

4.18.2.1 keyDown()

```
boolean nl.arjanfrans.mario.input.MarioInput.keyDown (
            InputEvent event,
            int keycode )
```

4.18.2.2 keyUp()

```
boolean nl.arjanfrans.mario.input.MarioInput.keyUp (
            InputEvent event,
            int keycode )
```

4.18.2.3 touchDown()

```
boolean nl.arjanfrans.mario.input.MarioInput.touchDown (
            InputEvent event,
            float x,
            float y,
            int pointer,
            int button )
```

4.18.2.4 touchUp()

```
void nl.arjanfrans.mario.input.MarioInput.touchUp (
            InputEvent event,
            float x,
            float y,
            int pointer,
            int button )
```

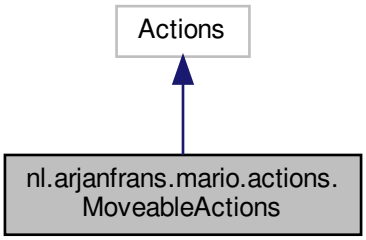
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/input/MarioInput.java

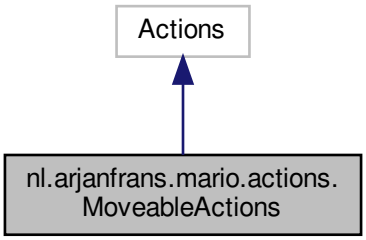
4.19 nl.arjanfrans.mario.actions.MoveableActions Class Reference

Inherited class Actions.

Inheritance diagram for nl.arjanfrans.mario.actions.MoveableActions:



Collaboration diagram for nl.arjanfrans.mario.actions.MoveableActions:



Classes

- class **Die**

  Inherited class Action.
- class **startMoving**

  Inherited class Action.

Static Public Member Functions

- static Action DieAction (Actor actor)

  Action for Mario's death.
- static Action startMovingAction (Actor actor)

  Action for Mario to start moving.

4.19.1 Detailed Description

Inherited class Actions.

4.19.2 Member Function Documentation

4.19.2.1 DieAction()

```
static Action nl.arjanfrans.mario.actions.MoveableActions.DieAction (
            Actor actor )  [static]
```

Action for Mario's death.

Parameters

actor	Actor object

Returns

Die(actor) Action object

4.19.2.2 startMovingAction()

```
static Action nl.arjanfrans.mario.actions.MoveableActions.startMovingAction (
            Actor actor )  [static]
```

Action for Mario to start moving.

Parameters

actor	Actor object

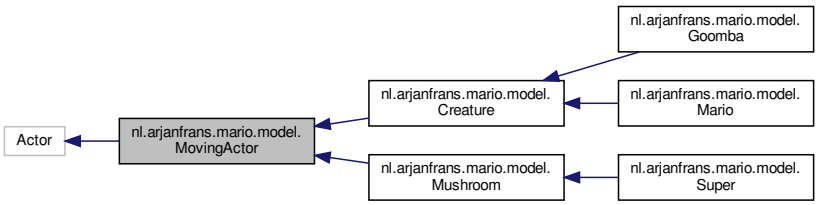
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/actions/MoveableActions.java

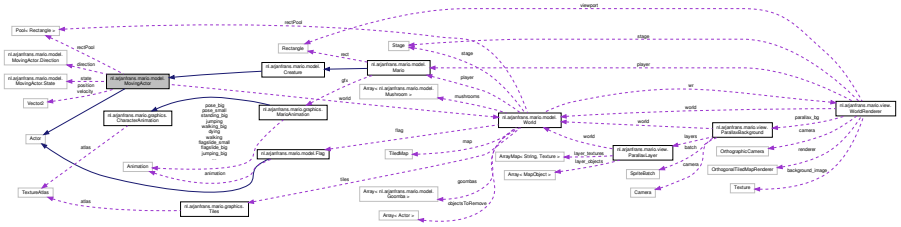
4.20 nl.arjanfrans.mario.model.MovingActor Class Reference

Represents a moving actor in the game.

Inheritance diagram for nl.arjanfrans.mario.model.MovingActor:



Collaboration diagram for nl.arjanfrans.mario.model.MovingActor:



Classes

- enum **Direction**
- enum **State**

Public Member Functions

- MovingActor (World world, float x, float y, float max_velocity)

  Constructor method.
- void move (Direction dir)

  This method moves the MovingActor in specific directions.
- float getMax_velocity ()

  This method gets the value of the max_velocity instance variable.
- float getJump_velocity ()

  This method gets the value of the jump_velocity instance variable.
- float getDamping ()

  This method gets the daming constant in the damping instance variable.
- float getStateTime ()

  This method gets the stateTime constant in the stateTime instance variable.
- boolean isFacesRight ()

  This method gets the boolean value of the facesRight instance variable.
- Vector2 getVelocity ()

  This method gets the Vector2 object in the velocity instance variable.
- boolean isMoving ()

  This method gets the boolean value of the moving instance variable.
- void setMoving (boolean moving)

  This method sets the boolean value of the moving instance variable.
- State getState ()

  This method gets the state of the MovingActor.
- void setState (State state)

  This method sets the state of the MovingActor.
- void setDead (boolean dead)

  This method sets the boolean value of the dead instance variable.
- boolean isDead ()

  This method gets the boolean value of the dead instance variable.

Protected Member Functions

- Rectangle **rectangle** ()
- void applyPhysics (Rectangle rect)

  This method applies the laws of motion to a rectangle.
- boolean collisionX (Rectangle rect)

  This method checks if the rectangle collides with anything in the x direction.
- int [ ] checkTiles (boolean checkX)

  This method checks for tiles in the x and y directions.
- void collisionY (Rectangle rect)

  This method checks if the rectangle collides with anything in the y direction.
- Array< Rectangle > getTiles (boolean isX)

  This method gets the tiles in the x and y directions.
- void hitGround ()

  This method sets the grounded boolean instance variable to true.
- abstract void dieByFalling ()

  This method is an abstract method handled by the inherited class.
- abstract void collisionXAction ()

  This method is an abstract method handled by the inherited class.

Protected Attributes

- float **max_velocity**
- float **jump_velocity** = 40f
- float **damping** = 0.87f
- Vector2 **position**
- Vector2 **velocity**
- World **world**
- boolean **dead**
- boolean **moving**
- State **state** = State.Standing
- float **stateTime** = 0
- int **level**
- boolean **facesRight** = true
- Direction **direction**
- boolean **grounded** = false
- Pool< Rectangle > **rectPool**

4.20.1 Detailed Description

Represents a moving actor in the game.

4.20.2 Constructor & Destructor Documentation

4.20.2.1 MovingActor()

```
nl.arjanfrans.mario.model.MovingActor.MovingActor (
            World world,
            float x,
            float y,
            float max_velocity )
```

Constructor method.

Method which initializes an instance of a MovingActor

Parameters

world	The world in which MovingActor will exist in
x	is the x coordinate of the position of the MovingActor
y	is the y coordinate of the position of the MovingActor

Returns

An instance of MovingActor

4.20.3 Member Function Documentation

4.20.3.1 applyPhysics()

```
void nl.arjanfrans.mario.model.MovingActor.applyPhysics (
            Rectangle rect )  [protected]
```

This method applies the laws of motion to a rectangle.

In the game a MovingActor, can be physically represented by a rectangle, so when a MovingActor moves the laws of physics should apply.

Parameters

rect	- The rectangle that the MovingActor represents.

4.20.3.2 checkTiles()

```
int [] nl.arjanfrans.mario.model.MovingActor.checkTiles (
            boolean checkX )  [protected]
```

This method checks for tiles in the x and y directions.

Parameters

checkX	- A boolean value indicating in which direction we ar checking for tiles.

Returns

an array of integers

4.20.3.3 collisionX()

```
boolean nl.arjanfrans.mario.model.MovingActor.collisionX (
            Rectangle rect )  [protected]
```

This method checks if the rectangle collides with anything in the x direction.

In the game a MovingActor, can be physically represented by a rectangle, so when a MovingActor meets an immovable object in x direction, the method should return true.

Parameters

rect	- The rectangle that the MovingActor represents.

Returns

a boolean

4.20.3.4 collisionY()

```
void nl.arjanfrans.mario.model.MovingActor.collisionY (
            Rectangle rect )  [protected]
```

This method checks if the rectangle collides with anything in the y direction.

In the game a MovingActor, can be physically represented by a rectangle, so when a MovingActor meets an immovable object in y direction, the method should return true.

Parameters

rect	- The rectangle that the MovingActor represents.

Returns

a boolean

4.20.3.5 getDamping()

```
float nl.arjanfrans.mario.model.MovingActor.getDamping ( )
```

This method gets the daming constant in the damping instance variable.

Returns

a float representing the damping constant.

4.20.3.6 getJump_velocity()

```
float nl.arjanfrans.mario.model.MovingActor.getJump_velocity ( )
```

This method gets the value of the jump_velocity instance variable.

Returns

a float representing the jump velocity.

4.20.3.7 getMax_velocity()

```
float nl.arjanfrans.mario.model.MovingActor.getMax_velocity ( )
```

This method gets the value of the max_velocity instance variable.

Returns

a float representing the max velocity.

4.20.3.8 getState()

```
State nl.arjanfrans.mario.model.MovingActor.getState ( )
```

This method gets the state of the MovingActor.

Returns

a member of the State enumernation class representing what the MovingActor is doing.

4.20.3.9 getStateTime()

```
float nl.arjanfrans.mario.model.MovingActor.getStateTime ( )
```

This method gets the stateTime constant in the stateTime instance variable.

Returns

a float representing the state time.

4.20.3.10 getTiles()

```
Array<Rectangle> nl.arjanfrans.mario.model.MovingActor.getTiles (
            boolean isX )  [protected]
```

This method gets the tiles in the x and y directions.

Parameters

isX	- A boolean value indicating the direction in which the tile are being retrieved.

Returns

an array of Rectangle objects

4.20.3.11 getVelocity()

```
Vector2 nl.arjanfrans.mario.model.MovingActor.getVelocity ( )
```

This method gets the Vector2 object in the velocity instance variable.

Returns

a Vector2 object representing the velocity of a MovingActor.

4.20.3.12 isDead()

```
boolean nl.arjanfrans.mario.model.MovingActor.isDead ( )
```

This method gets the boolean value of the dead instance variable.

Returns

a boolean representing whether the MovingActor is dead or not.

4.20.3.13 isFacesRight()

```
boolean nl.arjanfrans.mario.model.MovingActor.isFacesRight ( )
```

This method gets the boolean value of the facesRight instance variable.

Returns

a boolean representing which way the MovingActor faces.

4.20.3.14 isMoving()

```
boolean nl.arjanfrans.mario.model.MovingActor.isMoving ( )
```

This method gets the boolean value of the moving instance variable.

Returns

a boolean representing whether the MovingActor is in motion.

4.20.3.15 move()

```
void nl.arjanfrans.mario.model.MovingActor.move (
            Direction dir )
```

This method moves the MovingActor in specific directions.

When on the ground a MovingActor can be move in two directions, either left or right

Parameters

dir	- A direction listed in the enumeration class called Direction.

4.20.3.16 setDead()

```
void nl.arjanfrans.mario.model.MovingActor.setDead (
            boolean dead )
```

This method sets the boolean value of the dead instance variable.

Parameters

a	boolean representing whether the MovingActor is dead or not.

4.20.3.17 setMoving()

```
void nl.arjanfrans.mario.model.MovingActor.setMoving (
            boolean moving )
```

This method sets the boolean value of the moving instance variable.

Parameters

moving	- a boolean indicating whether the MovignActor is in motion.

4.20.3.18 setState()

```
void nl.arjanfrans.mario.model.MovingActor.setState (
            State state )
```

This method sets the state of the MovingActor.

Parameters

a	member of the State enumernation class representing what the MovingActor is doing.

4.20.4 Member Data Documentation

4.20.4.1 rectPool

```
Pool<Rectangle> nl.arjanfrans.mario.model.MovingActor.rectPool  [protected]
```

Initial value:

```
= new Pool<Rectangle>() {
        @Override
        protected Rectangle newObject() {
            return new Rectangle();
        }
    }
```

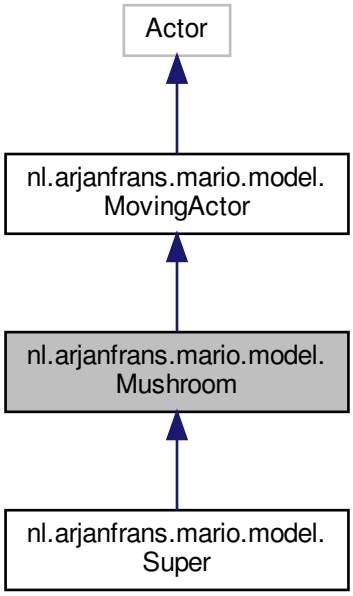
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/MovingActor.java

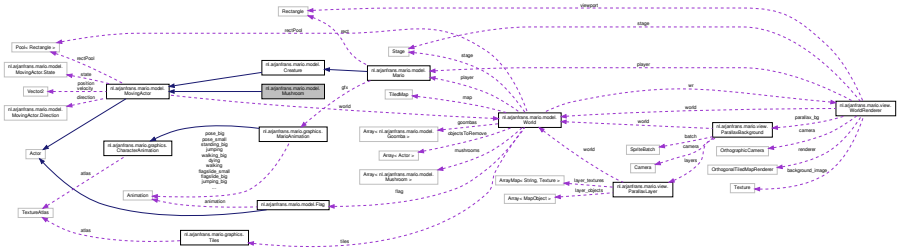
4.21 nl.arjanfrans.mario.model.Mushroom Class Reference

Inherited class MovingActor.

Inheritance diagram for nl.arjanfrans.mario.model.Mushroom:



Collaboration diagram for nl.arjanfrans.mario.model.Mushroom:



Public Member Functions

- Mushroom (World world, float x, float y, float max_velocity)

  Constructor method.
- void appear ()

  Make mushroom appear.
- abstract void dispose ()

  Dispose mushroom.

Additional Inherited Members

4.21.1 Detailed Description

Inherited class MovingActor.

4.21.2 Constructor & Destructor Documentation

4.21.2.1 Mushroom()

```
nl.arjanfrans.mario.model.Mushroom.Mushroom (
            World world,
            float x,
            float y,
            float max_velocity )
```

Constructor method.

Method which initializes an instance of StaticActor

Parameters

world	The world object in which Mario will exist in
x	coordinate
y	coordinate
max_velocity	

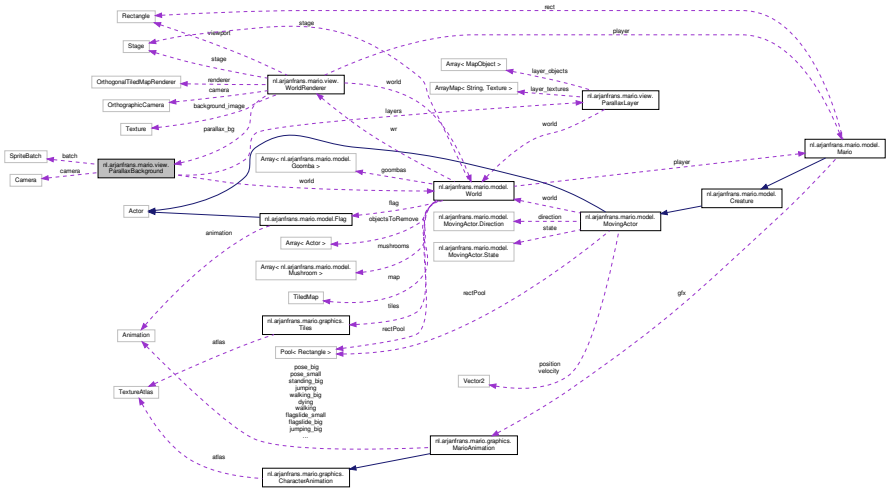
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/Mushroom.java

4.22 nl.arjanfrans.mario.view.ParallaxBackground Class Reference

The class meant to create a parallax background.

Collaboration diagram for nl.arjanfrans.mario.view.ParallaxBackground:



Public Member Functions

- ParallaxBackground (World world, ParallaxLayer[ ] pLayers, Camera pCamera, SpriteBatch pBatch)

  Constructor method for ParallaxBackground.
- void render ()

  A method meant to render the parallax background.
- void moveX (float pDelta)

  A method meant to move the parallax background on the x-axis.
- void moveY (float pDelta)

  A method meant to move the parallax background on the y-axis.
- void dispose ()

  A method meant to dispose of all layers of the ParallaxBackground.

Private Member Functions

- void drawLayer (ParallaxLayer layer, SpriteBatch batch)

  A method meant to draw the layers of the Parallax background.

Private Attributes

- ParallaxLayer [ ] **layers**
- Camera **camera**
- SpriteBatch **batch**
- World **world**

4.22.1 Detailed Description

The class meant to create a parallax background.

4.22.2 Constructor & Destructor Documentation

4.22.2.1 ParallaxBackground()

```
nl.arjanfrans.mario.view.ParallaxBackground.ParallaxBackground (
            World world,
            ParallaxLayer [] pLayers,
            Camera pCamera,
            SpriteBatch pBatch )
```

Constructor method for ParallaxBackground.

Parameters

world	- the world that the ParallaxBackground is displaying
pLayers	- an array of ParallaxLayers
pCamera	- a Camera object that will move back and forth on the background
pBatch	- a SpriteBatch object

Returns

an instance of ParallaxBackground

4.22.3 Member Function Documentation

4.22.3.1 drawLayer()

```
void nl.arjanfrans.mario.view.ParallaxBackground.drawLayer (
            ParallaxLayer layer,
            SpriteBatch batch )  [private]
```

A method meant to draw the layers of the Parallax background.

Parameters

layer	- a ParallaxLayer
batch	- a SpriteBatch object

4.22.3.2 moveX()

```
void nl.arjanfrans.mario.view.ParallaxBackground.moveX (
            float pDelta )
```

A method meant to move the parallax background on the x-axis.

Parameters

pDelta	- a float constant indicating how much to move by on the x - axis

4.22.3.3 moveY()

```
void nl.arjanfrans.mario.view.ParallaxBackground.moveY (
            float pDelta )
```

A method meant to move the parallax background on the y-axis.

Parameters

pDelta	- a float constant indicating how much to move by on the y - axis

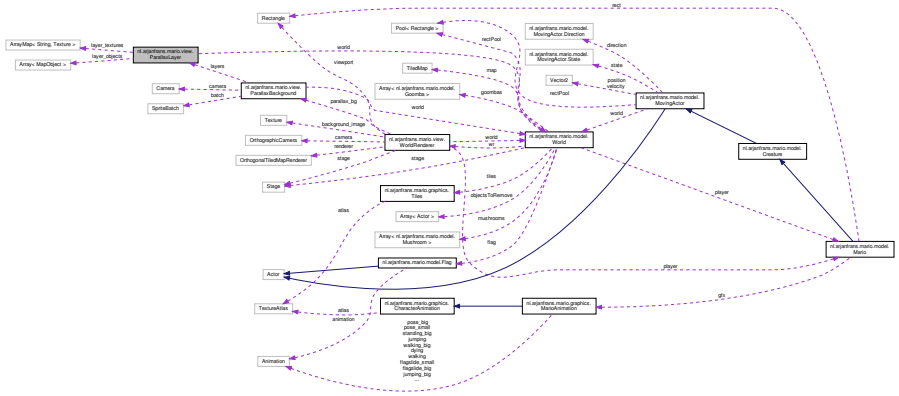
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/view/ParallaxBackground.java

4.23 nl.arjanfrans.mario.view.ParallaxLayer Class Reference

The class meant to retrieve a layer from a ParallaxBackground.

Collaboration diagram for nl.arjanfrans.mario.view.ParallaxLayer:



Public Member Functions

- ParallaxLayer (World world, String layer_name, float pRatioX, float pRatioY)

  Constructor method for ParallaxLayer.
- ArrayMap< String, Texture > **getLayerTextures** ()
- Array< MapObject > **getLayerObjects** ()
- void dispose ()

  A method meant to dispose of all layer textures of the ParallaxLayer.

Protected Member Functions

- void moveX (float pDelta)

  A method meant to move this layer in the x direction, based on a constant value.
- void moveY (float pDelta)

  A method meant to move this layer in the y direction, based on a constant value.

Private Member Functions

- void loadObjects ()

  A method meant to load the objects from the tmx file, convert them into textures and put them on the layer.

Private Attributes

- World **world**
- Array< MapObject > **layer_objects**
- ArrayMap< String, Texture > **layer_textures**
- String **layer_name**

4.23.1 Detailed Description

The class meant to retrieve a layer from a ParallaxBackground.

4.23.2 Constructor & Destructor Documentation

4.23.2.1 ParallaxLayer()

```
nl.arjanfrans.mario.view.ParallaxLayer.ParallaxLayer (
            World world,
            String layer_name,
            float pRatioX,
            float pRatioY )
```

Constructor method for ParallaxLayer.

Parameters

world	- The world that the ParallaxLayer exists in
layer_name	- a string representing the name of the layer
pRatioX	- a float representing how much the layer will move in the x direction if the background is moved.
pRatioY	- a float representing how much the layer will move in the y direction if the background is moved.

4.23.3 Member Function Documentation

4.23.3.1 moveX()

```
void nl.arjanfrans.mario.view.ParallaxLayer.moveX (
            float pDelta )  [protected]
```

A method meant to move this layer in the x direction, based on a constant value.

Parameters

pDelta	- a float representing the shift in the layer.

4.23.3.2 moveY()

```
void nl.arjanfrans.mario.view.ParallaxLayer.moveY (
            float pDelta )  [protected]
```

A method meant to move this layer in the y direction, based on a constant value.

Parameters

pDelta	- a float representing the shift in the layer.

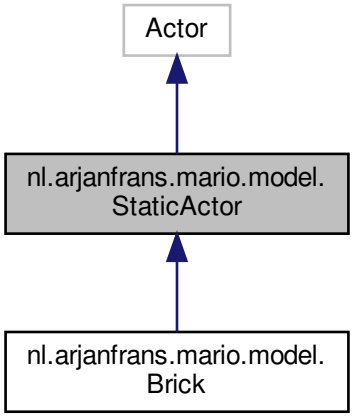
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/view/ParallaxLayer.java

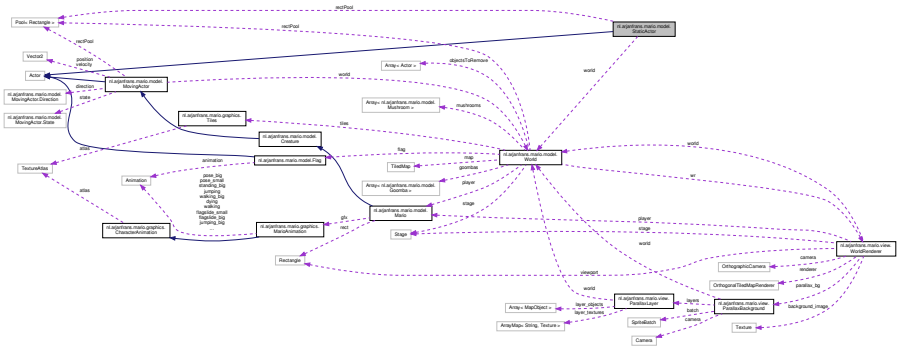
4.24 nl.arjanfrans.mario.model.StaticActor Class Reference

Inherited class that represents static actor.

Inheritance diagram for nl.arjanfrans.mario.model.StaticActor:



Collaboration diagram for nl.arjanfrans.mario.model.StaticActor:



Public Member Functions

- StaticActor (World world)

  Constructor method.
- Rectangle rectangle ()

  Get object Rectangle.
- boolean isDestroyed ()

  Get boolean.

Protected Member Functions

- abstract void **hit** (int mario_level)

Protected Attributes

- World **world**
- boolean **destroyed**
- Pool< Rectangle > **rectPool**

4.24.1 Detailed Description

Inherited class that represents static actor.

4.24.2 Constructor & Destructor Documentation

4.24.2.1 StaticActor()

```
nl.arjanfrans.mario.model.StaticActor.StaticActor (
            World world )
```

Constructor method.

Method which initializes an instance of StaticActor

Parameters

world	The world object in which Mario will exist in

4.24.3 Member Function Documentation

4.24.3.1 isDestroyed()

```
boolean nl.arjanfrans.mario.model.StaticActor.isDestroyed ( )
```

Get boolean.

Returns

destroyed boolean value true if destroyed

4.24.3.2 rectangle()

```
Rectangle nl.arjanfrans.mario.model.StaticActor.rectangle ( )
```

Get object Rectangle.

Returns

r of Rectangle

4.24.4 Member Data Documentation

4.24.4.1 rectPool

```
Pool<Rectangle> nl.arjanfrans.mario.model.StaticActor.rectPool  [protected]
```

Initial value:

```
= new Pool<Rectangle>()
    {
        @Override
        protected Rectangle newObject() {
            return new Rectangle();
        }
    }
```

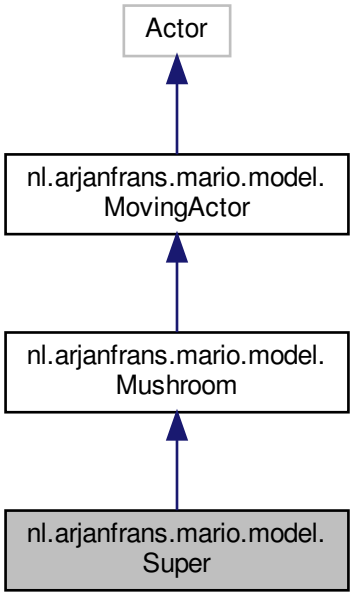
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/StaticActor.java

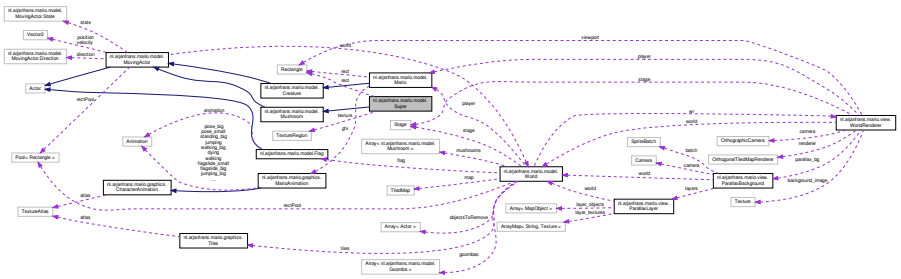
4.25 nl.arjanfrans.mario.model.Super Class Reference

Inherited class that overrides Mushroom methods that represents mario in super state.

Inheritance diagram for nl.arjanfrans.mario.model.Super:



Collaboration diagram for nl.arjanfrans.mario.model.Super:



Public Member Functions

- Super (World world, float x, float y, float max_velocity)

  Constructor method.
- void draw (Batch batch, float parentAlpha)
- void act (float delta)
- void dispose ()

  Dispose mushroom.

Protected Member Functions

- void dieByFalling ()

  This method is an abstract method handled by the inherited class.
- void collisionXAction ()

  This method is an abstract method handled by the inherited class.

Protected Attributes

- Rectangle **rect** = new Rectangle()

Static Private Attributes

- static TextureRegion **texture**

4.25.1 Detailed Description

Inherited class that overrides Mushroom methods that represents mario in super state.

4.25.2 Constructor & Destructor Documentation

4.25.2.1 Super()

```
nl.arjanfrans.mario.model.Super.Super (
            World world,
            float x,
            float y,
            float max_velocity )
```

Constructor method.

Method which initializes an instance of Super

Parameters

world	The world object in which Mario will exist in
x	coordinate of super mushroom
y	coordinate of super mushroom
max_velocity	of super mushroom

4.25.3 Member Function Documentation

4.25.3.1 act()

```
void nl.arjanfrans.mario.model.Super.act (
            float delta )
```

4.25.3.2 collisionXAction()

```
void nl.arjanfrans.mario.model.Super.collisionXAction ( )  [protected]
```

This method is an abstract method handled by the inherited class.

4.25.3.3 dieByFalling()

```
void nl.arjanfrans.mario.model.Super.dieByFalling ( )  [protected]
```

This method is an abstract method handled by the inherited class.

4.25.3.4 dispose()

```
void nl.arjanfrans.mario.model.Super.dispose ( )
```

Dispose mushroom.

4.25.3.5 draw()

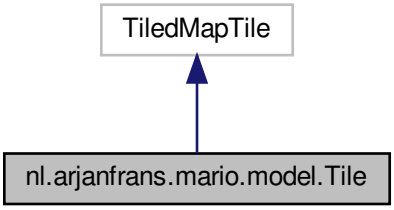
```
void nl.arjanfrans.mario.model.Super.draw (
            Batch batch,
            float parentAlpha )
```

The documentation for this class was generated from the following file:

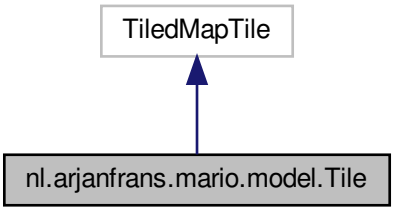
- core/src/nl/arjanfrans/mario/model/Super.java

4.26 nl.arjanfrans.mario.model.Tile Class Reference

Inheritance diagram for nl.arjanfrans.mario.model.Tile:



Collaboration diagram for nl.arjanfrans.mario.model.Tile:



Public Member Functions

- int **getId** ()
- void **setId** (int id)
- BlendMode **getBlendMode** ()
- void **setBlendMode** (BlendMode blendMode)
- TextureRegion **getTextureRegion** ()
- void **setTextureRegion** (TextureRegion textureRegion)
- MapProperties **getProperties** ()
- float **getOffsetX** ()
- void **setOffsetX** (float offsetX)
- float **getOffsetY** ()
- void **setOffsetY** (float offsetY)

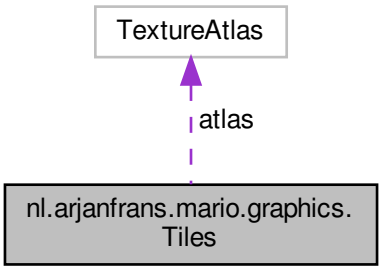
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/Tile.java

4.27 nl.arjanfrans.mario.graphics.Tiles Class Reference

This is a class meant to deal with the tiles that make up the graphics of the game.

Collaboration diagram for nl.arjanfrans.mario.graphics.Tiles:



Public Member Functions

- void dispose ()

  A method meant to dipose of the atlas file.

Static Public Member Functions

- static Array< StaticTiledMapTile > getAnimatedTile (String name)

  A method meant to retrieve an animation tile based on the name of the animation.
- static Animation getAnimation (float speed, String name)

  A method meant to retrieve an animation based on the name of the animation.
- static TextureRegion getTile (String name)

  A method meant to find a tile in a tile sheet based on the named indicated for it in the atlas file.
- static TextureRegion getTile8 (String name)

  A method meant to find a tile (split into to sets of eight pixels) in a tile sheet based on the named indicated for it in the atlas file.

Static Private Attributes

- static TextureAtlas **atlas** = new TextureAtlas("data/tiles/mario_tileset.atlas")

4.27.1 Detailed Description

This is a class meant to deal with the tiles that make up the graphics of the game.

4.27.2 Member Function Documentation

4.27.2.1 getAnimatedTile()

```
static Array<StaticTiledMapTile> nl.arjanfrans.mario.graphics.Tiles.getAnimatedTile (
            String name )  [static]
```

A method meant to retrieve an animation tile based on the name of the animation.

Parameters

name	- the name of the animation found in the mario_tileset.atlas file.

Returns

an array of StaticTiledMapTile, representing the frames of the Animation.

4.27.2.2 getAnimation()

```
static Animation nl.arjanfrans.mario.graphics.Tiles.getAnimation (
            float speed,
            String name )  [static]
```

A method meant to retrieve an animation based on the name of the animation.

Parameters

name	- the name of the animation found in the mario_tileset.atlas file.
speed	- a float representing how fast the frames are to be moved through.

Returns

an Animation object, representing the Animation named.

4.27.2.3 getTile()

```
static TextureRegion nl.arjanfrans.mario.graphics.Tiles.getTile (
            String name )  [static]
```

A method meant to find a tile in a tile sheet based on the named indicated for it in the atlas file.

Parameters

name	- the name of the tile found in the mario_tileset.atlas file.

Returns

a TextureRegion object which represents the tile's location on a tile sheet

4.27.2.4 getTile8()

```
static TextureRegion nl.arjanfrans.mario.graphics.Tiles.getTile8 (
            String name )  [static]
```

A method meant to find a tile (split into to sets of eight pixels) in a tile sheet based on the named indicated for it in the atlas file.

Parameters

name	- the name of the tile found in the mario_tileset.atlas file.

Returns

a TextureRegion object which represents the tile's location on a tile sheet

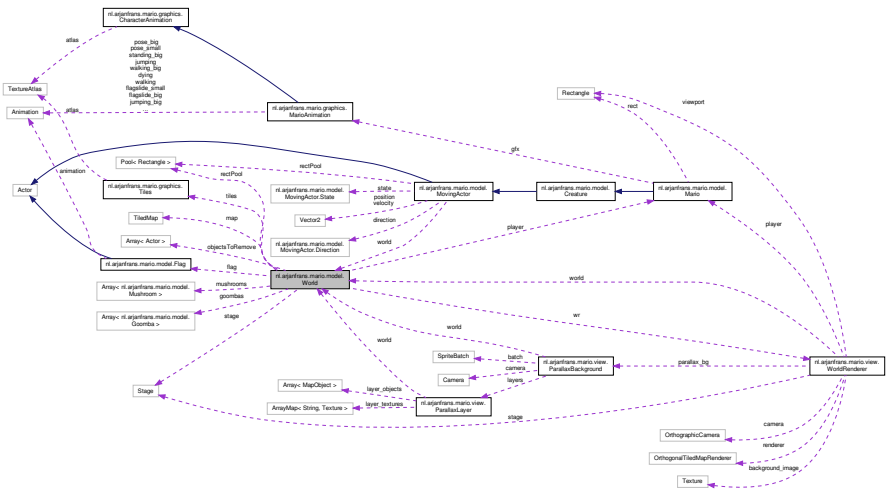
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/graphics/Tiles.java

4.28 nl.arjanfrans.mario.model.World Class Reference

Represents world.

Collaboration diagram for nl.arjanfrans.mario.model.World:



Public Member Functions

- World ()

  Constructor method.
- void removeActor (Actor a)

  Removes actor.
- void update ()

  Updates world.
- Array< StaticActor > getStaticActors ()
- WorldRenderer getRenderer ()

  Get render of world.
- Mario getPlayer ()

  Get player.
- TiledMap getMap ()

  Get map of world.
- Array< Goomba > getEnemies ()

  Get enemies in world.
- Array< Mushroom > getMushrooms ()

  Get mushrooms in world.
- Array< Rectangle > getTiles (int startX, int startY, int endX, int endY)

  Get tiles of world.
- void dispose ()

  Dispose world.
- Stage getStage ()

  Get stage of world.

Static Public Attributes

- static final float **GRAVITY** = -150
- static final float **scale** = 1/16f
- static boolean **reset_flag** = false
- static Array< Actor > **objectsToRemove** = new Array<Actor>()

Private Member Functions

- Array< Goomba > generateEnemies ()

  Generates enemies.
- void reset ()

  Resets world.
- void generateFlag (MapLayer layer)
- void generateBricks (TiledMapTileLayer layer)
- void itemsInBrick (Brick brick, int x, int y)
- void animateTiles (TiledMapTileLayer layer)
- void endLevel ()

  End level of world.
- void initTileset (TiledMapTileLayer layer)

Private Attributes

- Mario **player**
- TiledMap **map**
- Array< Goomba > **goombas**
- Array< Mushroom > **mushrooms**
- Pool< Rectangle > **rectPool**
- Stage **stage**
- WorldRenderer **wr**
- boolean **playing_finish_song** = false
- Flag flag
- boolean **level_ended** = false

Static Private Attributes

- static Tiles **tiles** = new Tiles()

4.28.1 Detailed Description

Represents world.

4.28.2 Constructor & Destructor Documentation

4.28.2.1 World()

```
nl.arjanfrans.mario.model.World.World ( )
```

Constructor method.

Method which initializes an instance of World

4.28.3 Member Function Documentation

4.28.3.1 animateTiles()

```
void nl.arjanfrans.mario.model.World.animateTiles (
            TiledMapTileLayer layer )  [private]
```

Make the tiles containing 'animation' key animated.

Parameters

layer	TiledMapTileLayer object

4.28.3.2 generateBricks()

```
void nl.arjanfrans.mario.model.World.generateBricks (
            TiledMapTileLayer layer )  [private]
```

Turn all bricks into actors.

Parameters

layer	TiledMapTileLayer object

4.28.3.3 generateEnemies()

```
Array<Goomba> nl.arjanfrans.mario.model.World.generateEnemies ( )  [private]
```

Generates enemies.

Method that generates enemies from Goomba object array

Returns

goombas array

4.28.3.4 generateFlag()

```
void nl.arjanfrans.mario.model.World.generateFlag (
            MapLayer layer )  [private]
```

Setup the flag at the end of the level

Parameters

layer	Tmx map layer with the object named 'flag';

4.28.3.5 getEnemies()

```
Array<Goomba> nl.arjanfrans.mario.model.World.getEnemies ( )
```

Get enemies in world.

Returns

enemies Array

4.28.3.6 getMap()

```
TiledMap nl.arjanfrans.mario.model.World.getMap ( )
```

Get map of world.

Returns

map TiledMap object

4.28.3.7 getMushrooms()

```
Array<Mushroom> nl.arjanfrans.mario.model.World.getMushrooms ( )
```

Get mushrooms in world.

Returns

mushrooms Array

4.28.3.8 getPlayer()

```
Mario nl.arjanfrans.mario.model.World.getPlayer ( )
```

Get player.

Returns

player Mario object

4.28.3.9 getRenderer()

```
WorldRenderer nl.arjanfrans.mario.model.World.getRenderer ( )
```

Get render of world.

Returns

wr WorldRenderer object

4.28.3.10 getStage()

```
Stage nl.arjanfrans.mario.model.World.getStage ( )
```

Get stage of world.

Returns

stage Stage object

4.28.3.11 getStaticActors()

```
Array<StaticActor> nl.arjanfrans.mario.model.World.getStaticActors ( )
```

Returns

All StaticActor classes. Bricks for example.

4.28.3.12 getTiles()

```
Array<Rectangle> nl.arjanfrans.mario.model.World.getTiles (
            int startX,
            int startY,
            int endX,
            int endY )
```

Get tiles of world.

Returns

tiles Array

4.28.3.13 initTileset()

```
void nl.arjanfrans.mario.model.World.initTileset (
            TiledMapTileLayer layer )  [private]
```

Tiles that have a 'texture' property will be using an optimized tileset. This is to avoid screen tearing.

Parameters

layer	TiledMapTileLayer object

4.28.3.14 itemsInBrick()

```
void nl.arjanfrans.mario.model.World.itemsInBrick (
            Brick brick,
            int x,
            int y )  [private]
```

Check if there are items in a brick, if there are they are added to the brick.

Parameters

brick	Brick object
x	coordinate
y	coordinate

4.28.3.15 removeActor()

```
void nl.arjanfrans.mario.model.World.removeActor (
            Actor a )
```

Removes actor.

Parameters

a	object Actor

4.28.4 Member Data Documentation

4.28.4.1 flag

```
Flag nl.arjanfrans.mario.model.World.flag  [private]
```

The flag at the end of the level.

4.28.4.2 rectPool

```
Pool<Rectangle> nl.arjanfrans.mario.model.World.rectPool  [private]
```

Initial value:

```
= new Pool<Rectangle>()
    {
        @Override
        protected Rectangle newObject()
        {
            return new Rectangle();
        }
    }
```

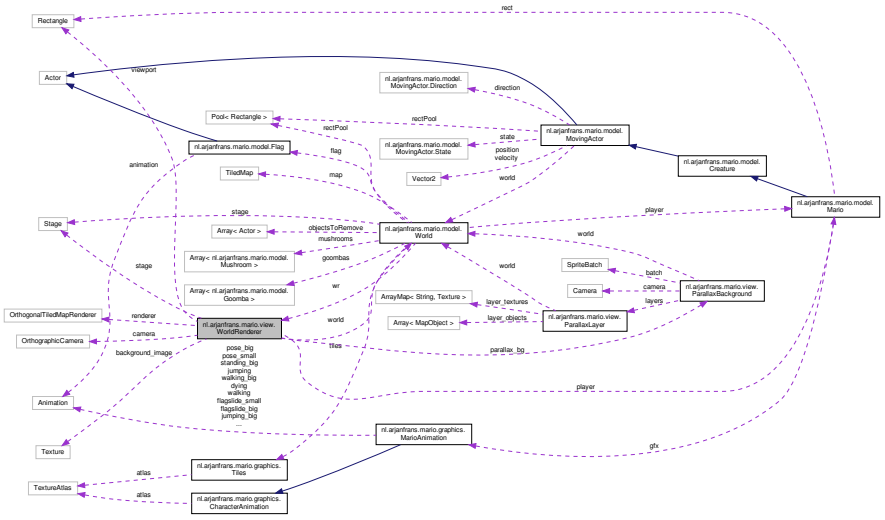
The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/model/World.java

4.29 nl.arjanfrans.mario.view.WorldRenderer Class Reference

Render of world.

Collaboration diagram for nl.arjanfrans.mario.view.WorldRenderer:



Public Member Functions

- WorldRenderer (World world)

  Constructor method.
- void resize (int width, int height)

  Set size of viewport.
- OrthographicCamera getCamera ()

  Get camera.
- void render ()

  Rendering world.
- void dispose ()

  Disposing render of world.

Private Member Functions

- Texture loadBackground ()

  Get texture.
- void drawBackground (SpriteBatch batch, float posX, float posY)

  Set background.

Private Attributes

- OrthogonalTiledMapRenderer **renderer**
- OrthographicCamera **camera**
- World **world**
- Mario **player**
- Texture **background_image**
- Stage **stage**
- ParallaxBackground **parallax_bg**
- Rectangle **viewport**

Static Private Attributes

- static final int **VIRTUAL_WIDTH** = 512
- static final int **VIRTUAL_HEIGHT** = 448
- static final float **ASPECT_RATIO** = (float)VIRTUAL_WIDTH/(float)VIRTUAL_HEIGHT

4.29.1 Detailed Description

Render of world.

4.29.2 Constructor & Destructor Documentation

4.29.2.1 WorldRenderer()

```
nl.arjanfrans.mario.view.WorldRenderer.WorldRenderer (
            World world )
```

Constructor method.

Method which initializes an instance of WorldRenderer

Parameters

world	The world object in which Mario will exist in

4.29.3 Member Function Documentation

4.29.3.1 drawBackground()

```
void nl.arjanfrans.mario.view.WorldRenderer.drawBackground (
            SpriteBatch batch,
            float posX,
            float posY )  [private]
```

Set background.

Parameters

batch	SpriteBatch object
posX	coordinate
posY	coordinate

4.29.3.2 getCamera()

```
OrthographicCamera nl.arjanfrans.mario.view.WorldRenderer.getCamera ( )
```

Get camera.

Returns

camera OrthographicCamera object

4.29.3.3 loadBackground()

```
Texture nl.arjanfrans.mario.view.WorldRenderer.loadBackground ( )  [private]
```

Get texture.

Returns

texture of world

4.29.3.4 resize()

```
void nl.arjanfrans.mario.view.WorldRenderer.resize (
            int width,
            int height )
```

Set size of viewport.

Adjust size of world

Parameters

width	of window
height	of window

The documentation for this class was generated from the following file:

- core/src/nl/arjanfrans/mario/view/WorldRenderer.java

Chapter 5

File Documentation

5.1 core/src/nl/arjanfrans/mario/actions/ActorActions.java File Reference

Classes

- class nl.arjanfrans.mario.actions.ActorActions

  Inherited class Actions.
- class **nl.arjanfrans.mario.actions.ActorActions.removeActor**

  Inherited class Action.

5.2 core/src/nl/arjanfrans/mario/actions/MarioActions.java File Reference

Classes

- class nl.arjanfrans.mario.actions.MarioActions

  Inherited class Actions.
- class **nl.arjanfrans.mario.actions.MarioActions.stopImmume**

  Inherited class Action.
- class **nl.arjanfrans.mario.actions.MarioActions.bigMario**

  Inherited class Action.
- class **nl.arjanfrans.mario.actions.MarioActions.flagTakeDown**

  Inherited class Action.
- class **nl.arjanfrans.mario.actions.MarioActions.finishLevel**

  Inherited class Action.
- class **nl.arjanfrans.mario.actions.MarioActions.setState**

  Inherited class Action.
- class **nl.arjanfrans.mario.actions.MarioActions.walkTo**

  Inherited class Action.

5.3 core/src/nl/arjanfrans/mario/actions/MoveableActions.java File Reference

Classes

- class nl.arjanfrans.mario.actions.MoveableActions

  Inherited class Actions.
- class **nl.arjanfrans.mario.actions.MoveableActions.Die**

  Inherited class Action.
- class **nl.arjanfrans.mario.actions.MoveableActions.startMoving**

  Inherited class Action.

5.4 core/src/nl/arjanfrans/mario/debug/D.java File Reference

Classes

- class nl.arjanfrans.mario.debug.D

  Debug class.

5.5 core/src/nl/arjanfrans/mario/input/MarioInput.java File Reference

Classes

- class nl.arjanfrans.mario.input.MarioInput

  Inherited class that overrides mario input methods.

5.6 core/src/nl/arjanfrans/mario/model/Creature.java File Reference

Classes

- class nl.arjanfrans.mario.model.Creature

  This class is the class model to represent any moving actor that is interactive, and not Mario.

5.7 core/src/nl/arjanfrans/mario/model/Flag.java File Reference

Classes

- class nl.arjanfrans.mario.model.Flag

  This flag represents the flag pole at the end of the stage that completes if Mario interacts with it.

5.8 core/src/nl/arjanfrans/mario/model/Goomba.java File Reference

Classes

- class nl.arjanfrans.mario.model.Goomba

  Goomba represents the Goomba enemies from the original Mario game.

5.9 core/src/nl/arjanfrans/mario/model/Item.java File Reference

Classes

- class nl.arjanfrans.mario.model.Item

  Represents any item in game.

5.10 core/src/nl/arjanfrans/mario/model/Mario.java File Reference

Classes

- class nl.arjanfrans.mario.model.Mario

  Represents the playable character in the game.

5.11 core/src/nl/arjanfrans/mario/model/Mushroom.java File Reference

Classes

- class nl.arjanfrans.mario.model.Mushroom

  Inherited class MovingActor.

5.12 core/src/nl/arjanfrans/mario/model/StaticActor.java File Reference

Classes

- class nl.arjanfrans.mario.model.StaticActor

  Inherited class that represents static actor.

5.13 core/src/nl/arjanfrans/mario/model/Super.java File Reference

Classes

- class nl.arjanfrans.mario.model.Super

  Inherited class that overrides Mushroom methods that represents mario in super state.

5.14 core/src/nl/arjanfrans/mario/model/World.java File Reference

Classes

- class nl.arjanfrans.mario.model.World

  Represents world.

5.15 core/src/nl/arjanfrans/mario/view/WorldRenderer.java File Reference

Classes

- class nl.arjanfrans.mario.view.WorldRenderer

  Render of world.

5.16 desktop/src/nl/arjanfrans/mario/desktop/DesktopLauncher.java File Reference

Classes

- class nl.arjanfrans.mario.desktop.DesktopLauncher

  This class is the main method allowing the game to initialize and launch.

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