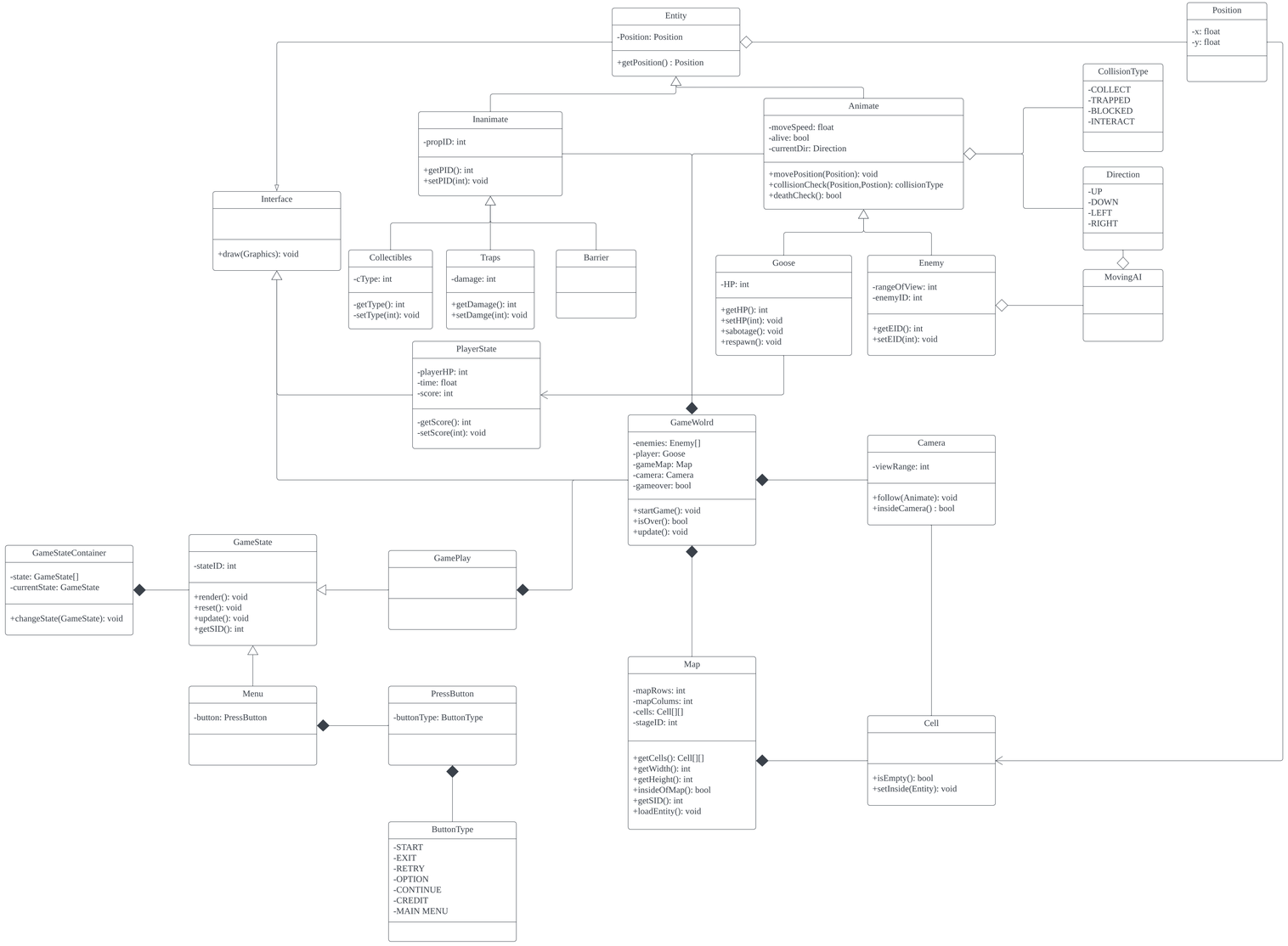
Entity
-Position: Position
+getPosition() : Position
Position
-x: float
-y: float
CollisionType
-COLLECT
-TRAPPED
-BLOCKED
-INTERACT
Inanimate
-propID: int
+getPID(): int
+setPID(int): void
Animate
-moveSpeed: float
-alive: bool
-currentDir: Direction
+movePosition(Position): void
+collisionCheck(Position,Postion): collisionType
+deathCheck(): bool
Direction
-UP
-DOWN
-LEFT
-RIGHT
Interface
+draw(Graphics): void
Collectibles
-cType: int
-getType(): int
-setType(int): void
Traps
-damage: int
+getDamage(): int
+setDamge(int): void
Barrier
Goose
-HP: int
+getHP(): int
+setHP(int): void
+sabotage(): void
+respawn(): void
Enemy
-rangeOfView: int
-enemyID: int
+getEID(): int
+setEID(int): void
MovingAI
PlayerState
-playerHP: int
-time: float
-score: int
-getScore(): int
-setScore(int): void
GameWolrd
-enemies: Enemy[]
-player: Goose
-gameMap: Map
-camera: Camera
-gameover: bool
+startGame(): void
+isOver(): bool
+update(): void
Camera
-viewRange: int
+follow(Animate): void
+insideCamera() : bool
GameStateContainer
-state: GameState[]
-currentState: GameState
+changeState(GameState): void
GameState
-stateID: int
+render(): void
+reset(): void
+update(): void
+getSID(): int
GamePlay
Menu
-button: PressButton
PressButton
-buttonType: ButtonType
ButtonType
-START
-EXIT
-RETRY
-OPTION
-CONTINUE
-CREDIT
-MAIN MENU
Map
-mapRows: int
-mapColums: int
-cells: Cell[][]
-stageID: int
+getCells(): Cell[][]
+getWidth(): int
+getHeight(): int
+insideOfMap(): bool
+getSID(): int
+loadEntity(): void
Cell
+isEmpty(): bool
+setInside(Entity): void