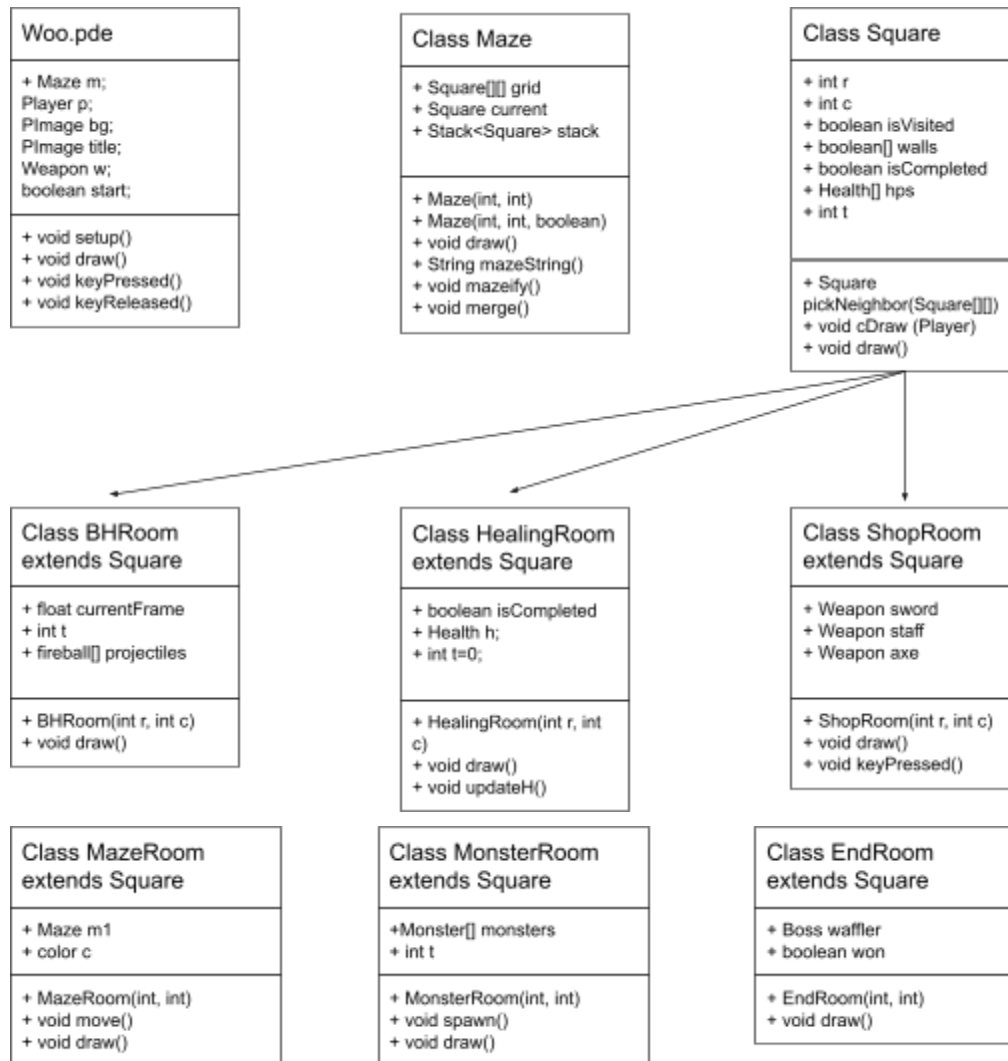


Team Rin-Sensei: Julia Kozak(Flopsy), Rin Fukuoka(Tape), John Gupta-She(Po)
 APCS pd08
 UML



Class fireball
+ int direction + PImage[] fireballgif + float x, y, dx, dy; + float y + float dx + float dy + float currentFrame
+ fireball() + void draw() + void update() + void damage()

Class Monster
+ PImage img + iint health + int attack + int x + int y + int dx + int dy + Square pos + boolean wasAttacked + int t + int t1 + boolean dead
+ Monster(int, int, int) + void draw() + void move() + void damage() + void takeDamage() + void keyPressed()

Class Player
+ int health + int points + int attack + int r + int c + Square pos + Square[][] grid + int x + int y + int dx + int dy + Weapon weapon + int cooldown + int t + int attackTimer + boolean attacked + boolean right + MeleeAttack hitbox + RangedAttack[] projectiles + int projectileCtr
+ Player(Square[][]) + boolean moveSq(int) + void setWeapon(int) + void draw() + void update() + void status() + void dash() + void attack()

Class Weapon
+ int attack + PImage img + int xOff + PImage ptr + boolean selected
+ Weapon(PImage, int, int) + void draw() + void drawShop(int, int)

Class Health
+ int amt + Square pos + int x + int y + boolean received + PImage ptr + PImage heart + PImage shiny + boolean selected + boolean rm
+ Health(Square, int, int, int, boolean) + void draw() + void keyPressed()

Class RangedAttack
+ int dx + int x + int y + boolean right
+ RangedAttack(int, int, boolean) + void draw() + void update()

Class MeleeAttack
+ int xFront + int xBack + int yTop + int yBottom + int t
+ MeleeAttack(int, int, int, int) + void draw()

Class Boss
+ PImage wof + int health + int attack + int x + Square pos + boolean wasAttacked + int t + int t1 + boolean dead + PImage[] laser + PImage[] drop + int laserTimer + int dropTimer + float rotation + int posX + int posY + int savepx + int savepy
+ Boss() + void draw() + void takeDamage()

