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| <b>T</b>   |
| <b>DrawableObject</b>  |
| + destroy() :boolean<br>+ drawConfigurationPanel() :void<br>+ drawObject() :void<br>+ getObject() :T<br>+ getPane() :Node<br>+ onCreate() :void<br>+ onStart() :void<br>+ setObject(T) :void |

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| <b>CGTGameOppositeDrawable</b>  |
| - oppositeTitledPane :OppositeTitledPane  |
| + CGTGameOppositeDrawable(Pane, Pane)<br>+ getPane() :Node<br>+ onCreate() :void<br>+ onStart() :void<br>+ toString() :String |

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|---|
| <b>CGTGameEnemyDrawable</b>   |
| - enemyTitledPane :EnemyTitledPane  |
| + CGTGameEnemyDrawable(Pane, Pane)<br>+ CGTGameEnemyDrawable(CGTEnergy, String, Pane, Pane)<br>+ getPane() :Node<br>+ onCreate() :void<br>+ onStart() :void<br>+ toString() :String |

| CGTGameActorDrawable   |                                  |
|--|----------------------------------|
| -  | actorTitledPane :ActorTitledPane |
| + CGTGameActorDrawable(Pane, Pane)<br>+ CGTGameActorDrawable(CGTActor, String, Pane, Pane)<br>+ getPane() :Node<br>+ onCreate() :void<br>+ onStart() :void<br>+ toString() :String |                                  |

| CGTGameProjectileDrawable   |                            |
|---|----------------------------|
| -   | pane :ProjectileTitledPane |
| + CGTGameProjectileDrawable(Pane, Pane)<br>+ CGTGameProjectileDrawable(CGTProjectile, String, Pane, Pane)<br>+ getPane() :Node<br>+ onCreate() :void<br>+ onStart() :void<br>+ toString() :String |                            |

| CGTHUDDrawable   |                                      |
|--|--------------------------------------|
| -  | lives :ArrayList<CGTLifeBarDrawable> |
| -  | name :String                         |
| + CGTHUDDrawable(Pane, Pane, String)<br>+ destroy() :boolean<br>+ drawConfigurationPanel() :void<br>+ drawObject() :void<br>+ getLives() :ArrayList<CGTLifeBarDrawable><br>+ getName() :String<br>+ getPane() :Node<br>+ onCreate() :void<br>+ onStart() :void<br>+ toString() :String |                                      |

| CGTLifeBarDrawable   |
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| <ul style="list-style-type: none"> <li>- life :IndividualLifeBar</li> <li>- lifePane :ConfigLifePane</li> <li>- preview :Draggable = new Draggable()</li> </ul>  |
| <ul style="list-style-type: none"> <li>+ CGTLifeBarDrawable(Pane, Pane)</li> <li>+ destroy() :boolean</li> <li>+ drawConfigurationPanel() :void</li> <li>+ drawObject() :void</li> <li>+ getDraggable() :Draggable</li> <li>+ getLife() :IndividualLifeBar</li> <li>+ getPane() :Node</li> <li>+ onCreate() :void</li> <li>+ onStart() :void</li> <li>+ setSizeLife() :void</li> <li>+ toString() :String</li> </ul> |

|  | T |
|--|---|
| AbstractDrawableObject   |   |
| <ul style="list-style-type: none"> <li>- drawableConfigurationsPane :Pane</li> <li>- drawableObjectPane :Pane</li> <li>- object :T</li> </ul>  |   |
| <ul style="list-style-type: none"> <li>+ AbstractDrawableObject(Pane, Pane)</li> <li>+ AbstractDrawableObject(T, Pane, Pane)</li> <li>+ getDrawableConfigurationsPane() :Pane</li> <li>+ getDrawableObjectPane() :Pane</li> <li>+ getObject() :T</li> <li>+ setObject(T) :void</li> <li>+ updateConfigPane(Pane) :void</li> <li>+ updateConfigPane(Node) :void</li> <li>+ updateDrawPane(Node) :void</li> <li>+ updateDrawPaneClear(Node) :void</li> </ul> |   |

| CGTEnemyGroupLifeBarDrawable |  |
|------------------------------|--|
| -                            | <b>life</b> :EnemyGroupLifeBar<br><b>lifePane</b> :ConfigGroupLifePane<br><b>preview</b> :Draggable = new Draggable()  |
| +                            | CGTEnemyGroupLifeBarDrawable(Pane, Pane)<br>destroy() :boolean<br>drawConfigurationPanel() :void<br>drawObject() :void<br>getDraggable() :Draggable<br>getLife() :EnemyGroupLifeBar<br>getPane() :Node<br>onCreate() :void<br>onStart() :void<br>setSizeLife() :void<br>toString() :String |

| CGTGameScreenDrawable |  |
|-----------------------|--|
| -                     | <b>screenPane</b> :ConfigScreenPreviewPane   |
| +                     | CGTGameScreenDrawable(Pane, Pane)<br>CGTGameScreenDrawable(Pane, Pane, int, int)<br>CGTGameScreenDrawable(CGTScreen, Pane, Pane, int, int)<br>CGTGameScreenDrawable(CGTScreen, Pane, Pane)<br>destroy() :boolean<br>drawConfigurationPanel() :void<br>drawObject() :void<br>getPane() :Node<br>onCreate() :void<br>onStart() :void<br>toString() :String |

| CGTButtonScreenPreview |  |
|------------------------|--|
| -                      | buttonPane :ConfigButtonPreviewPane<br>name :String<br>preview :Draggable = new Draggable()<br>screenName :String  |
| +                      | CGTButtonScreenPreview(Pane, Pane)<br>CGTButtonScreenPreview(CGTButtonScreen, String, Pane, Pane)<br>destroy() :boolean<br>drawConfigurationPanel() :void<br>drawObject() :void<br>getImage() :Draggable<br>getPane() :Node<br>getScreenName() :String<br>onCreate() :void<br>onStart() :void<br>setSizeButton() :void<br>toString() :String |

|                       |  | <i>T &gt; CGTGameObject</i> |
|-----------------------|--|-----------------------------|
| CGTGameObjectDrawable |  |                             |
| -                     | bounds :Rectangle<br>collision :Rectangle<br>gameObjectTitledPane :GameObjectPane<br>preview :Draggable = new Draggable()<br>worldName :String   |                             |
| +                     | CGTGameObjectDrawable(Pane, Pane)<br>CGTGameObjectDrawable(T, String, Pane, Pane)<br>destroy() :boolean<br>drawConfigurationPanel() :void<br>drawObject() :void<br>getDraggable() :Draggable<br>getObjectPane() :GameObjectPane<br>getPane() :Node<br>getWorldName() :String<br>onStart() :void<br>setSizeObject() :void<br>setWorldName(String) :void<br>showGameObjectDialog() :Optional<Pair<String, String>> |                             |

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|---|
| <div> <div>BorderPane</div> <div>PreviewPane</div> </div>   |
| <div> <div>+ <u>DESKTOP_JAR_PATH</u> :String = "desktop/desкто... {readOnly}</div> <div>+ <u>DESKTOP_ZIP_PATH</u> :String = "desktop/desкто... {readOnly}</div> <div>+ drawableConfigurationsPane :Pane</div> <div>+ drawableObjectPane :Pane</div> <div>- openRecentMenu :Menu</div> <div>- rootItem :CGTProjectDrawable</div> <div>- running :boolean</div> <div>- tree :TreeView&lt;DrawableObject&gt;</div> </div>  |
| <div> <div>+ about() :void</div> <div>+ addBonus() :void</div> <div>+ addButtonScreen() :void</div> <div>+ addEnemy() :void</div> <div>+ addEnemyLifeBar() :void</div> <div>+ addGearInformation() :void</div> <div>+ addObjectLifeBar() :void</div> <div>+ addOpponent() :void</div> <div>+ addProjectile() :void</div> <div>+ addScreen() :void</div> <div>+ addSpriteSheet() :void</div> <div>+ addWorld() :void</div> <div>+ beforeClosing() :void</div> <div>+ closeProject() :void</div> <div>- copyDesktopFiles() :void</div> <div>+ editSpriteSheet() :void</div> <div>+ exit() :void</div> <div>+ exportProject() :void</div> <div>- getActorWorldNode(String) :TreeItem&lt;DrawableObject&gt;</div> <div>- getHUDNode(String) :TreeItem&lt;DrawableObject&gt;</div> <div>- getScreenNode(String) :TreeItem&lt;DrawableObject&gt;</div> <div>- getWorldNode(String) :TreeItem&lt;DrawableObject&gt;</div> <div>- isWin() :boolean</div> <div>- localDefaultDirectory() :String</div> <div>+ newProject() :void</div> <div>- open(File) :void</div> <div>+ openProject() :void</div> <div>+ PreviewPane()</div> <div>- runDesktop() :void</div> <div>+ runProject() :void</div> <div>+ saveProject() :void</div> <div>+ saveProjectAs() :void</div> <div>- setupTree() :void</div> <div>- showValidateDialog(List&lt;CGTError&gt;) :void</div> <div>- updateRecent() :void</div> <div>- updateTree() :void</div> </div> |