MainWindow states

started

[drawer.Init()]
dispatcherTimer.Start()

Tick_ball()

canvas_Loaded()

canvas ready

Init()

[drawer.Init() = false]

initialized

drawing

do/Tick_ball()
do/Window_KeyDown

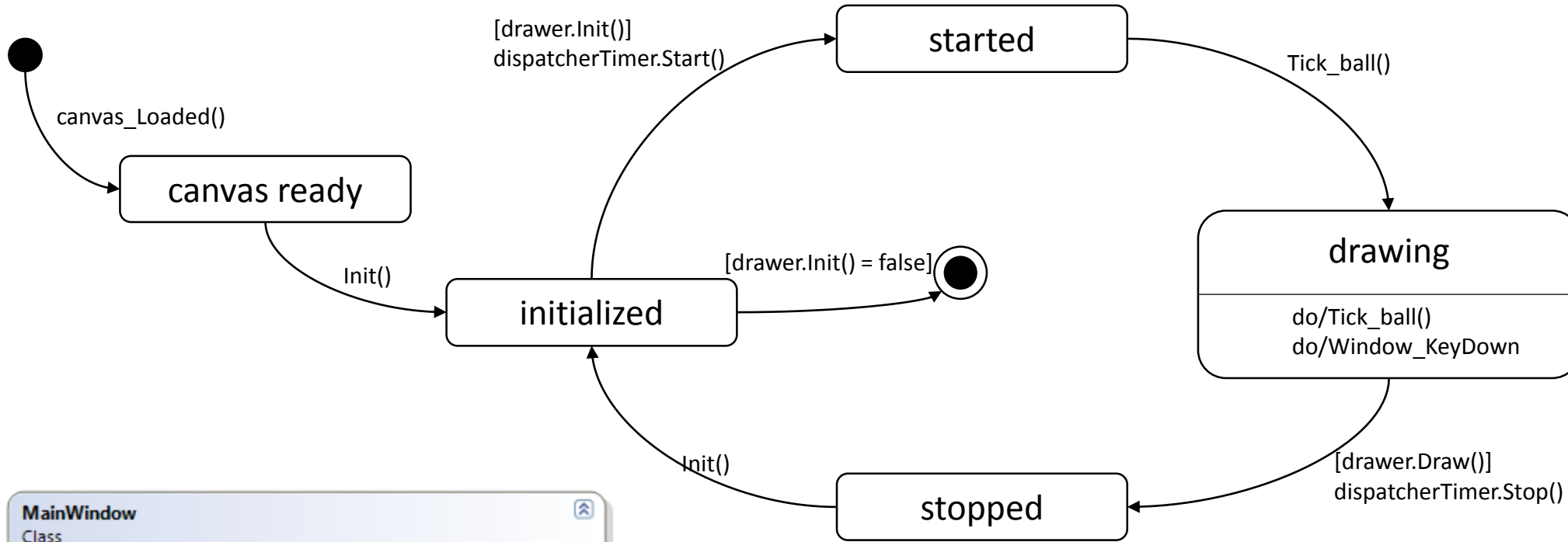[drawer.Draw()]
dispatcherTimer.Stop()

Init()

stopped

MainWindow
Class
→ Window

⊟ Fields
    dispatcherTimer : DispatcherTimer
    drawer : Drawer
    tickInMillis : int

⊟ Methods
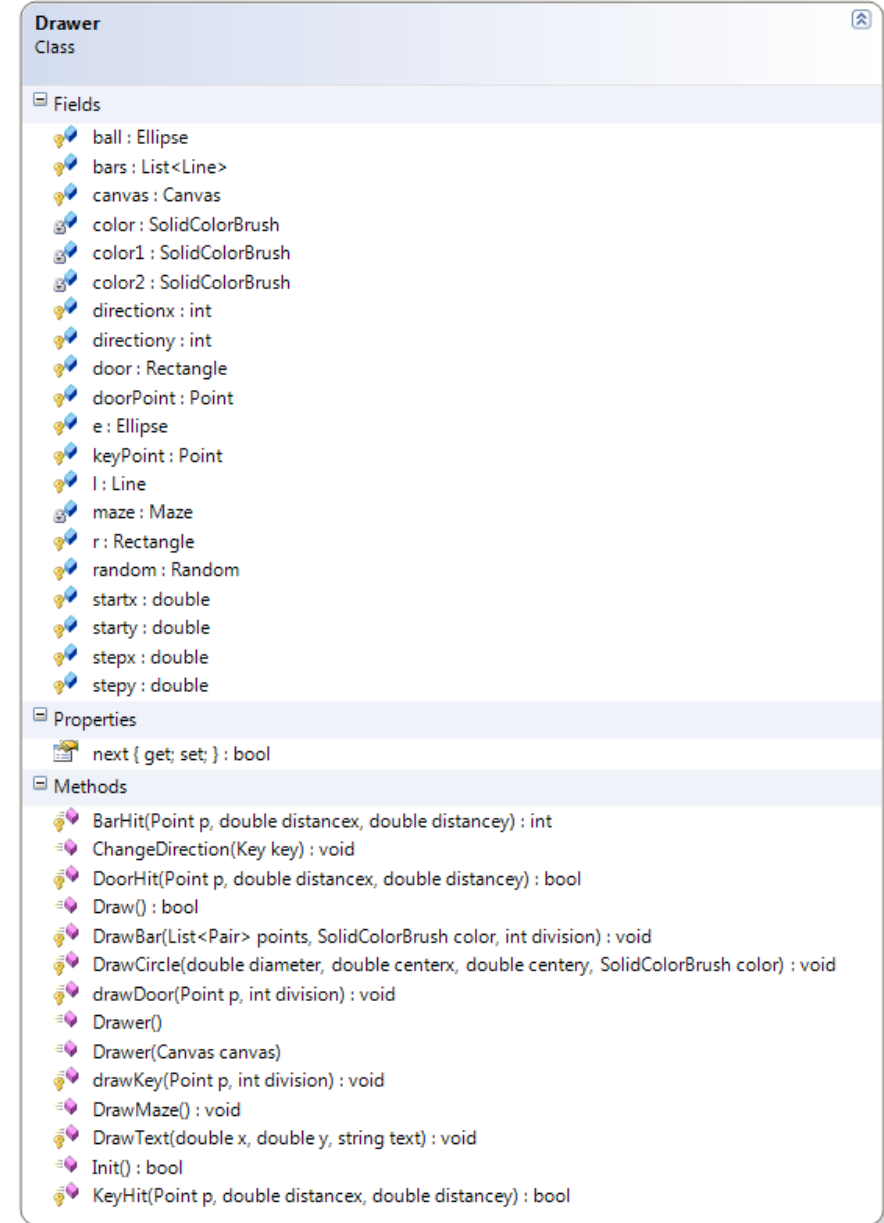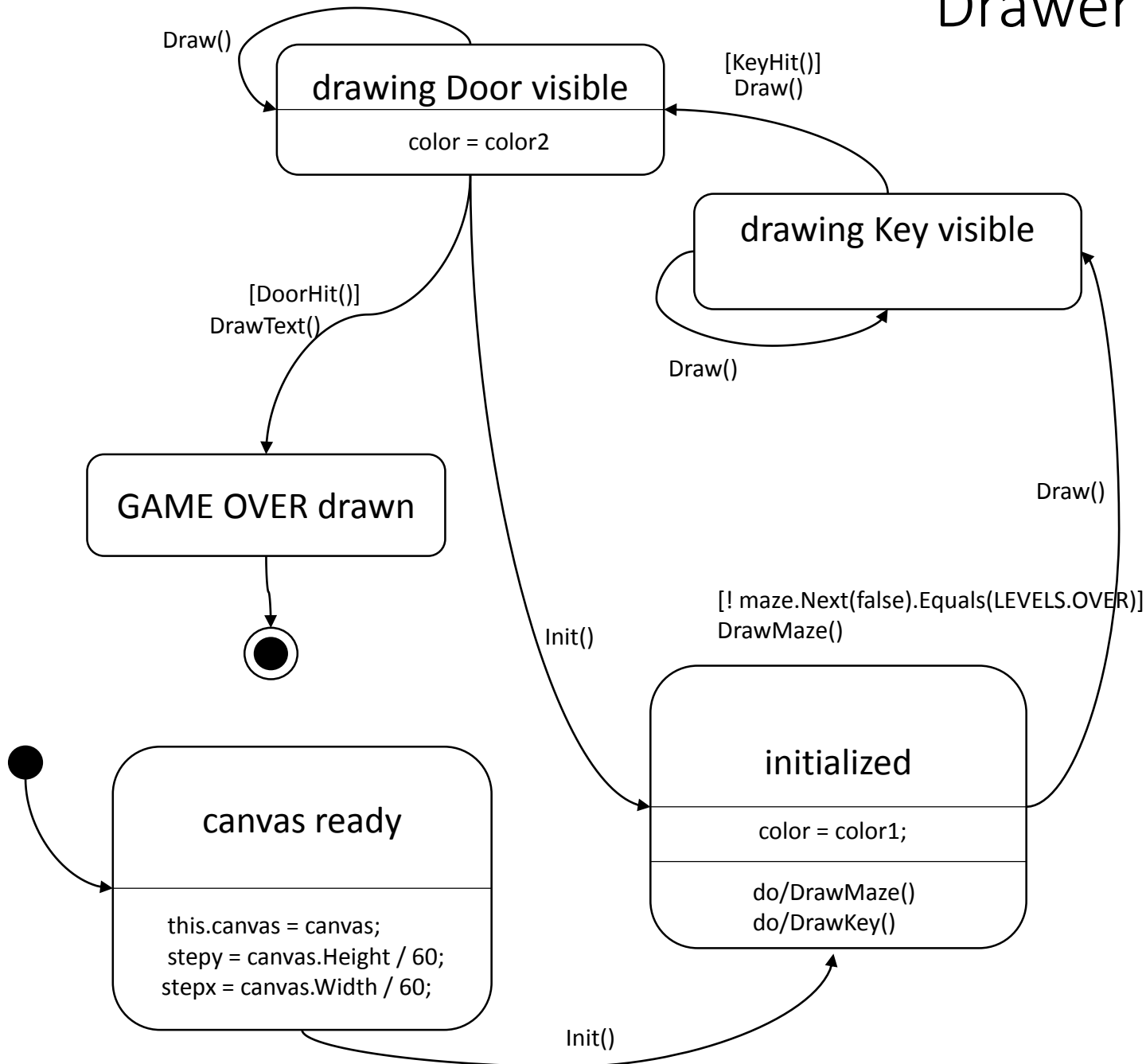   canvas_Loaded(object sender, RoutedEventArgs e) : void
    Init() : void
    MainWindow()
    Tick_ball(object sender, EventArgs e) : void
    Window_KeyDown(object sender, KeyEventArgs e) : void

Drawer states

Draw()

drawing Door visible

color = color2

[KeyHit()]
Draw()

drawing Key visible

[DoorHit()]
DrawText()

Draw()

GAME OVER drawn

Draw()

Init()

[! maze.Next(false).Equals(LEVELS.OVER)]
DrawMaze()

initialized

color = color1;

do/DrawMaze()
do/DrawKey()

canvas ready

this.canvas = canvas;
stepy = canvas.Height / 60;
stepx = canvas.Width / 60;

Init()

Drawer
Class

Fields
- ball : Ellipse
- bars : List<Line>
- canvas : Canvas
- color : SolidColorBrush
- color1 : SolidColorBrush
- color2 : SolidColorBrush
- directionx : int
- directiony : int
- door : Rectangle
- doorPoint : Point
- e : Ellipse
- keyPoint : Point
- l : Line
- maze : Maze
- r : Rectangle
- random : Random
- startx : double
- starty : double
- stepx : double
- stepy : double

Properties
- next { get; set; } : bool

Methods
- BarHit(Point p, double distancex, double distancey) : int
- ChangeDirection(Key key) : void
- DoorHit(Point p, double distancex, double distancey) : bool
- Draw() : bool
- DrawBar(List<Pair> points, SolidColorBrush color, int division) : void
- DrawCircle(double diameter, double centerx, double centery, SolidColorBrush color) : void
- drawDoor(Point p, int division) : void
- Drawer()
- Drawer(Canvas canvas)
- drawKey(Point p, int division) : void
- DrawMaze() : void
- DrawText(double x, double y, string text) : void
- Init() : bool
- KeyHit(Point p, double distancex, double distancey) : bool

Maze states