InGameController

-actualPet: Pet
-actualPetName:String
-proviousPetName:String
-petImage: ImageView
-lblTime: Label
-lblPoints: Label
-choiceBox: ChoiceBox
-hungryProgressBar: ProgressBar
-dirtProgressBar: ProgressBar
-healthProgressBar: ProgressBar
-HappinessProgressBar: ProgressBar

+initialize ( ): void
+limpiar(): void
+acariciar():void
+curar():void
+alimentar():void
+getActualPet():void
+refresh(): void
+refreshScene(): void
+showPetSelectionScreen (): void

Pet

~name: String
~status: Status

+Pet(name:String, status: Status)
+getName():String
+getstatus():Status
+getPetJSON():String

PetSelectionController

~btnDog: ImageView
~btnCat: ImageView
~btnBird: ImageView
~btnRabbit: ImageView
~btnBack: Button

+initialize(): void
+defaultDog(): Pet
+defaultCat(): Pet
+defaultRabbit():Pet
+defaultBird(): Pet
+showInGameScreen(): void

GameCentral

-player: Player
-stage: Stage
-thread: Thread
-firstTime: Boolean

+getPlayer: Player
+setPlayer(player: Player): void
+setStage(stage: Stage): void
+isFirstTime(): Boolean
+setFirstTime(firstTime: Boolean): void
+refreshGameData(): void
+refreshPetStatus(status: Status): void
+refreshPetScore(status: Status)
+curar(pet: Pet): void
+limpiar(pet Pet): void
+acariciar(pet:Pet): void
+alimentar(pet:Pet): void
+delayChecker(status: Status)
+startRefreshThread(): void
+showScene(fxmlName: String, title:String):void

Status

-happiness:int
-health:int
-dirt:int
-hungry:int
-petScore:int
-curarDelay: int
-limpiarDelay: int
-acariciarDelay: int
-alimentar: int
-affectionHours: ArrayList<integer>
-eatingHours: ArrayList<integer>
-hygieneHours: ArrayList<integer>
-medicationHours: ArrayList<integer>

+Status(int happiness, int health, int dirt, int hungry, int petScore, int curarDelay, int limpiarDelay, int acariciarDelay, int alimentarDelay, ArrayList<Integer> affectionHours, ArrayList<Integer> eatingHours, ArrayList<Integer> hygieneHours, ArrayList<Integer> medicationHours)
+getHappinness(): int
+getHealth():void
+getDirt(): int
+getHungry(): int
+getPetScore(): int
+incPetScore(n:int):void
+decPetScore(n:int):void
+incHappiness(n:int):void
+decHappiness(n:int):void
+incHealth(n:int):void
+decHealth(n:int):void
+incDirt(n:int):void
+decDirt(n:int):void
+incHungry(n:int):void
+decHungry(n:int):void
+getCurarDelay(): int
+setCurarDelay(curarDelay:int):void
+getLimpiarDelay(): int
+setLimpiarDelay(limpiarDelay:int):void
+getAcariciarDelay():int
+setAcariciarDelay(acariciarDelay):void
+getAlimentarDelay():int
+setAlimentarDelay(alimentarDelay:int): int
+getAffectionHours():ArrayList<Integer>
+getEatingHours()ArrayList<Integer>
+getHygieneHours():ArrayList<Integer>
+getMedicationHours():ArrayList<Integer>
+getStatusJSON():String

Time

-day: String
-hours: String
-minutes: String
-intDay: int
-intHours: int
-intMinutes: int
-thread: Thread

+getIntHours(): int
+getTimeArrayJSON(): String
+getTime(): String
+setIntDay(intDay: int): void
+setIntHours(intHours: int): void
+setIntMinutes(intMinutes: int): void
+startReloj():void
+addMinute():void
+updateDay():void
+updateHours():void
+updateMinutes():void

Player

-name: String
-playerScore: Int
-pets: ArrayList<Pets>

+Player(name:String)
+Player(name:String, playerScore:int, pets:ArrayList<Pet>)
+getName(): String
+getPlayerScore(): int
+setPlayerScore(playerScore: int): void
+getPets():ArrayList<Pet>
+getPetByName(petName:String):Pet
+getPlayerJSON(): String
+addPet(pet: Pet): void

GameFile

-fileName:String

+getFilename(): String
+setFileName(fileName:String):void
-getJSONStringFromFile(): String
+writeStrToFile(str: String): void
+saveGameData(player: Player, xd: String)
+loadGameData(): Player
+saveGameData(): void

PetSelectionController

-petsToSelect
~buttonDog: ImageView
~buttonBack: Button

+initialize():void
+setPetsToSelect():void
+defaultDog(): Pet
+defaultCat(): Pet
+defaultRabbit(): Pet
+defaultBird(): Pet
+showInGameScreen(): void