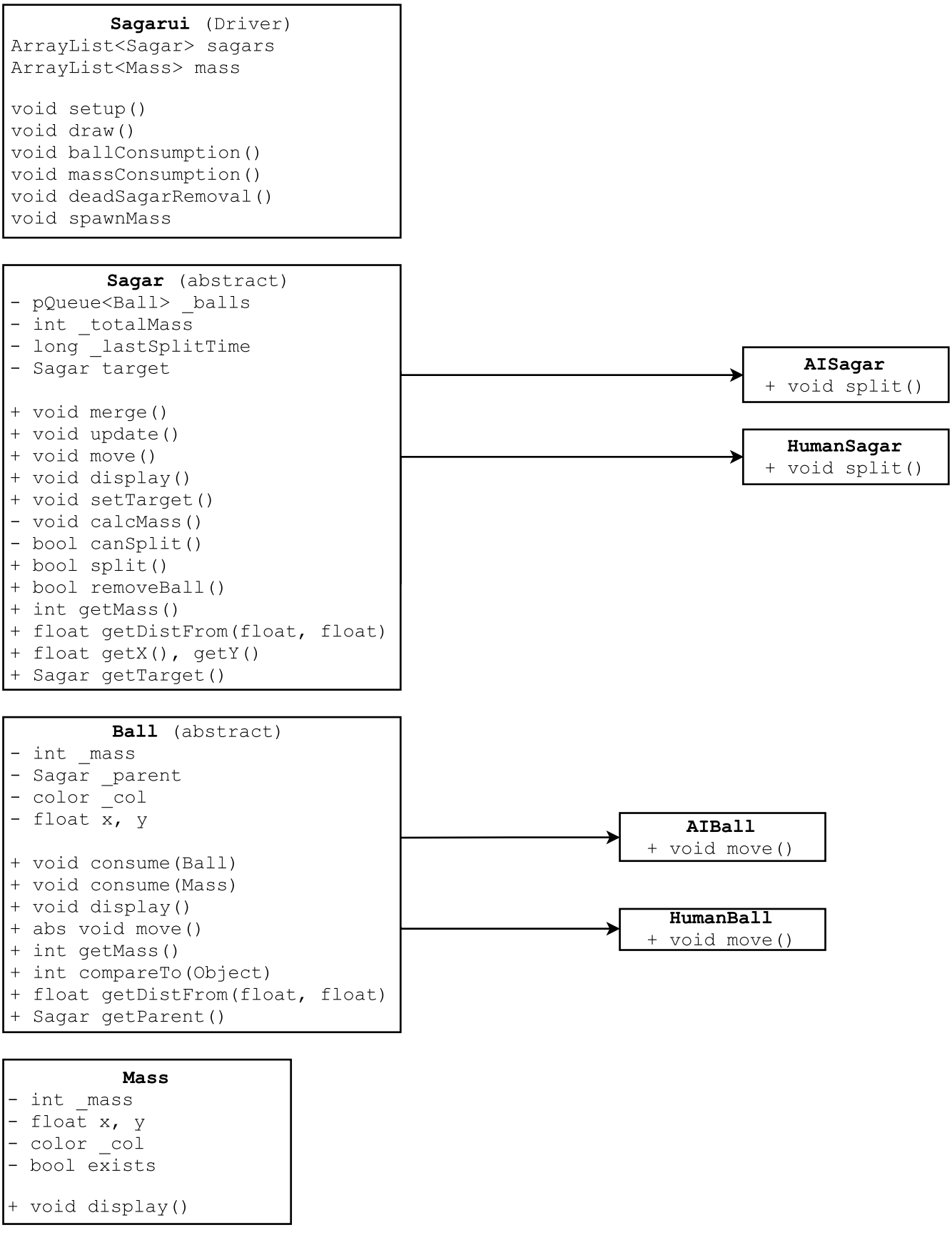
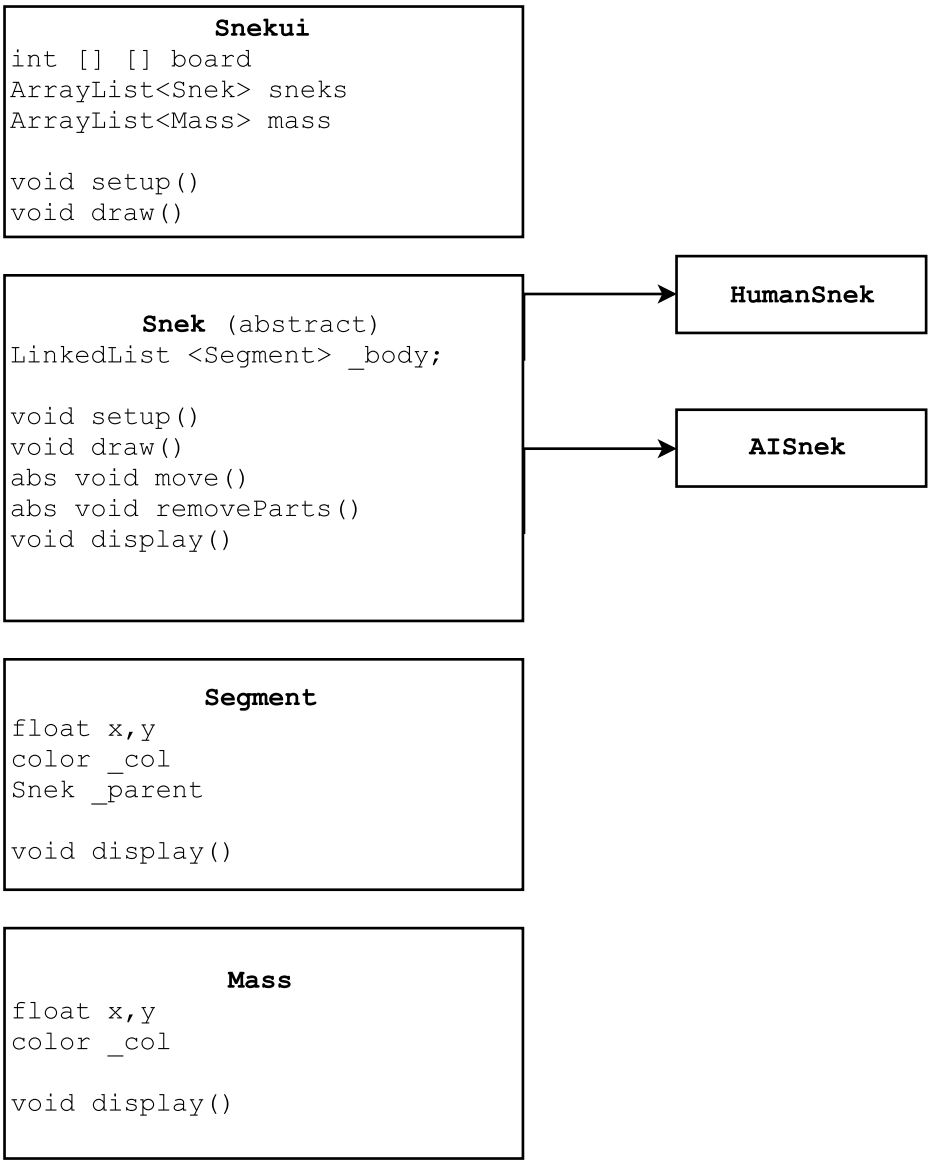
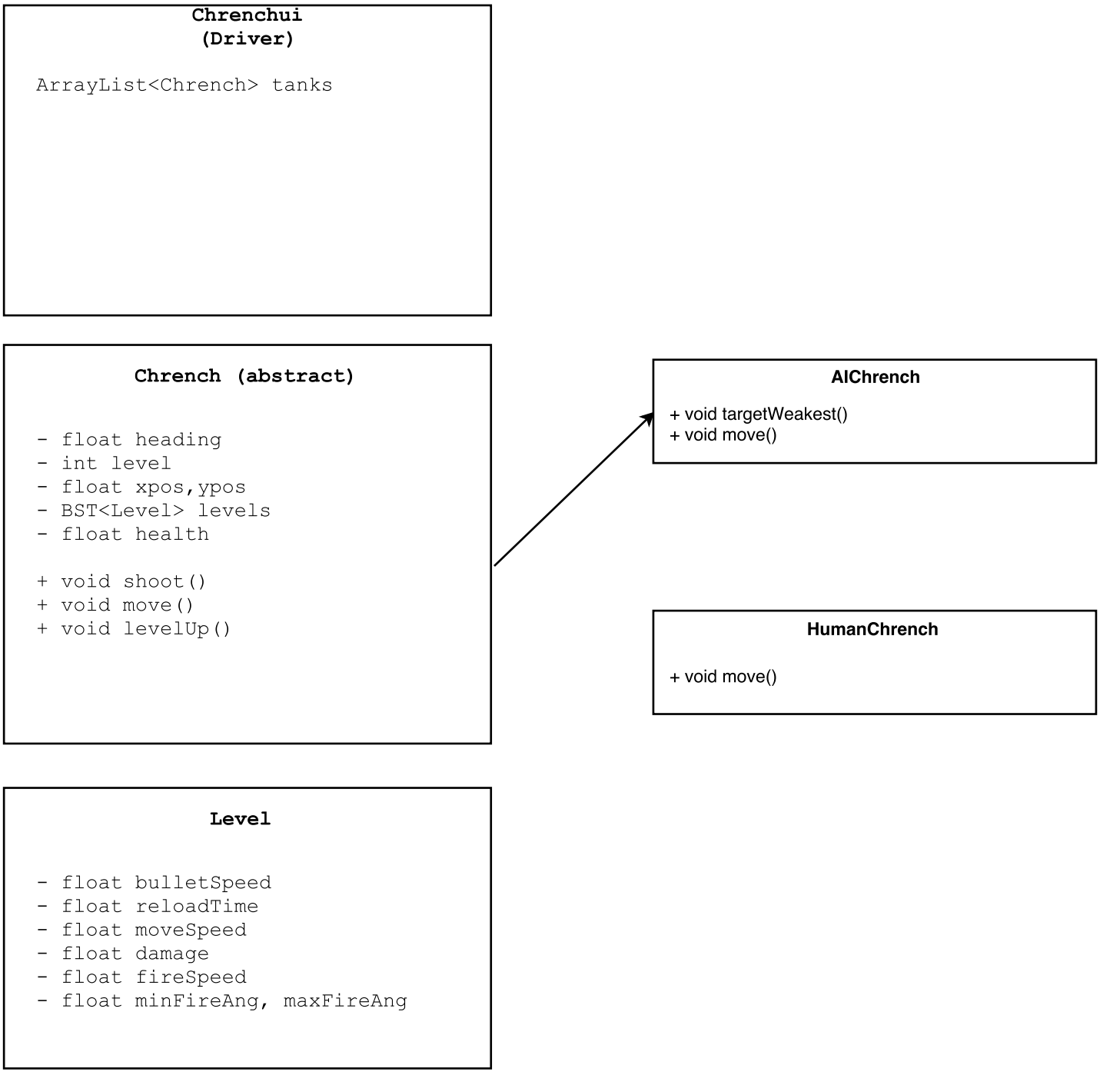

Sagarui (Driver)
ArrayList<Sagar> sagars
ArrayList<Mass> mass
void setup()
void draw()
void ballConsumption()
void massConsumption()
void deadSagarRemoval()
void spawnMass
Sagar (abstract)
- pQueue<Ball> _balls
- int _totalMass
- long _lastSplitTime
- Sagar target
+ void merge()
+ void update()
+ void move()
+ void display()
+ void setTarget()
- void calcMass()
- bool canSplit()
+ bool split()
+ bool removeBall()
+ int getMass()
+ float getDistFrom(float, float)
+ float getX(), getY()
+ Sagar getTarget()
AISagar
+ void split()
HumanSagar
+ void split()
Ball (abstract)
- int _mass
- Sagar _parent
- color _col
- float x, y
+ void consume(Ball)
+ void consume(Mass)
+ void display()
+ abs void move()
+ int getMass()
+ int compareTo(Object)
+ float getDistFrom(float, float)
+ Sagar getParent()
AIBall
+ void move()
HumanBall
+ void move()
Mass
- int _mass
- float x, y
- color _col
- bool exists
+ void display()


Snekui
int [] [] board
ArrayList<Snek> sneks
ArrayList<Mass> mass
void setup()
void draw()
Snek (abstract)
LinkedList _body;
void setup()
void draw()
abs void move()
abs void removeParts()
void display()
HumanSnek
AISnek
Segment
float x,y
color _col
Snek _parent
void display()
Mass
float x,y
color _col
void display()


Chrenchui
(Driver)
ArrayList<Chrench> tanks
Chrench (abstract)
- float heading
- int level
- float xpos,ypos
- BST<Level> levels
- float health
+ void shoot()
+ void move()
+ void levelUp()
AIChrench
+ void targetWeakest()
+ void move()
HumanChrench
+ void move()
Level
- float bulletSpeed
- float reloadTime
- float moveSpeed
- float damage
- float fireSpeed
- float minFireAng, maxFireAng