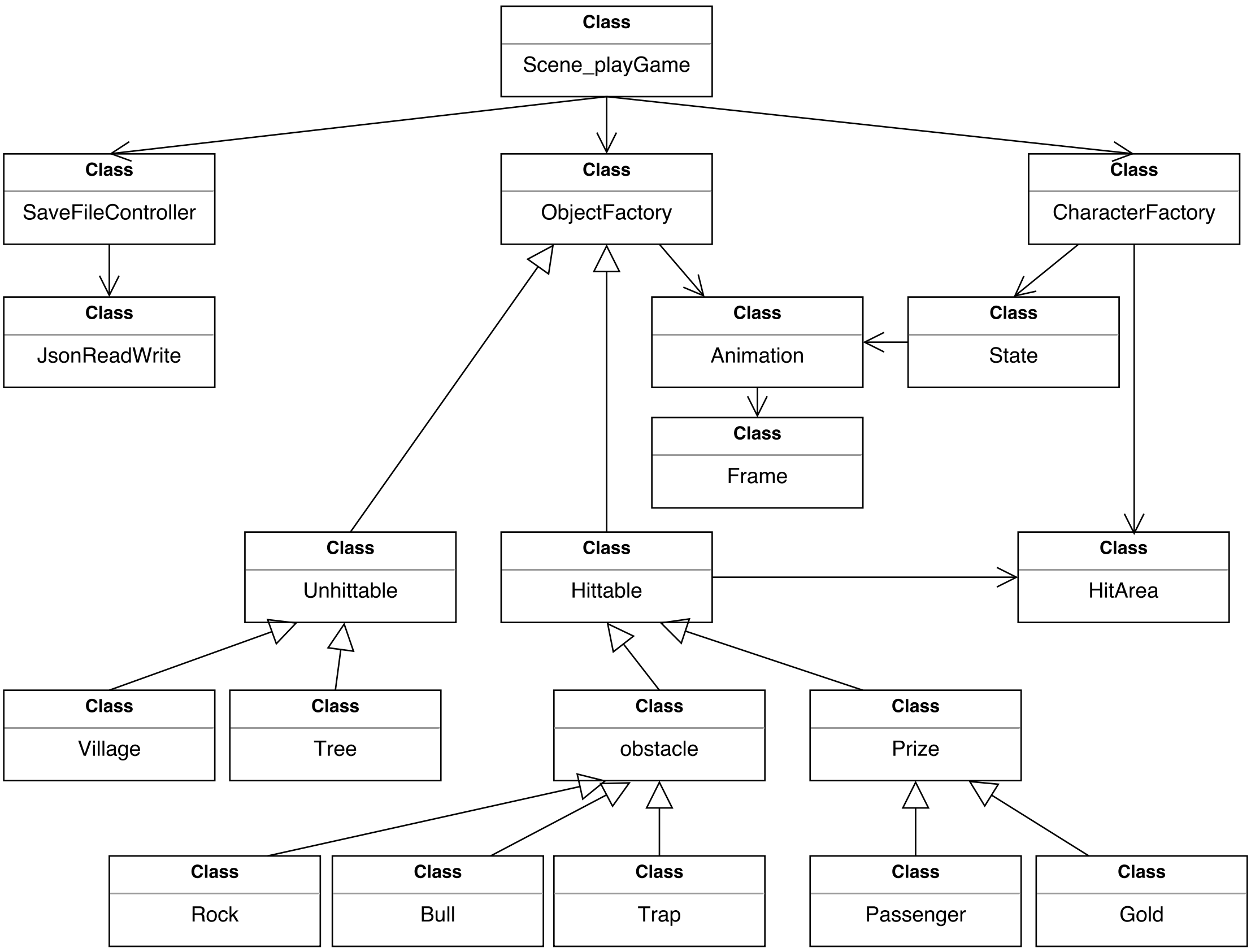
Class design:



...

A quick view of some classes:

State
+ name: String + isBlood: boolean + speed: int + aniView: Animation + aniBlood: Animation + currentAni: Animation
+ goToFrame(frame): void + setBlood(boolean): void + hideView(): void + onEnterState(): void + onExistState(): void + onEnterFrame(): void + onUpClick(): void + onDownPress(): void + onACCPress(): void

Animation
+ frames: Frame[] + interval: int + isLoop: boolean + animationLength: int
+ onEnterFrame(): void + goToFrame(targetFrame, systemFrame): void + nextFrame(): Frame + hide(): void

Bull
+ id: int + isRoughHitEnough: boolean + ani: Animation
+ init(): void + removeSelf(): void + getHitArea(): HitArea + onHit(isInvincible, isHurtProtection, hitList): void