

Leo Robinson Project 2A UML LifeBar This UML details the actual classes used by the ShadowFlap class - <<final>> FULL HEART IMAGE: Image - <<final>> EMPTY_HEART_IMAGE: Image - <<final>> HEALTH_LVL0: int = 3 - <<final>> HEALTH LVL1: int = 6 - health: int - isLvl1: boolean <<Interface>> Updateable + renderLifeBar(): void + update(input: Input, lifeLost: boolean): void + update(input: Input): void Extends Bird - <<final>> WING_DOWN0_IMAGE: Image - <<final>> WING UP0 IMAGE: Image - <<final>> WING DOWN1 IMAGE: Image - <<final>> WING_UP1_IMAGE: Image <<Interface>> - <<final>> X: int Collidable - <<final>> FLY SIZE: int = 6 - <<final>> FALL SIZE: int = 0.4 - <<final>> INITIAL Y: int = 350 - <<final>> Y_TERMINAL_VELOCITY: int = 10 - <<final>> SWITCH_FRAME: int = 10 + renderRectangle(point: Point): Rectangle - frameCount: int + spawn(): void y: int - yVelocity: int Extends + update(input: Input): void <<Interface>> Weapon Passable Pipe Set - <<final>> ROCK_IMAGE: Image - <<final>> INIT X VELOCITY: int = 5 - <<final>> BOMB_IMAGE: Image - <<final>> PLASTIC_IMAGE: Image - <<final>> MAX X VELOCITY: int = 25 - <<final>> THROW VELOCITY: int - <<final>> STEEL_IMAGE: Image - <<final>> MIN_X_VELOCITY: int = 5 - <<final>> ROCK_RANGE: int = 25 - <<final>> FLAME_IMAGE: Image - <<final>> BOMB_RANGE: int = 50 - <<final>> PIPE_GAP: int = 168 - <<final>> HIGH TOP: int - isCollected: boolean - <<final>> HIGH_BOTTOM: int - isThrown: boolean - xPos: int - <<final>> MED_TOP: int - <<final>> MED_BOTTOM: int - yPos: int - <<final>> LOW_TOP: int xVelocity: int - <<final>> LOW_BOTTOM: int yVelocity: int - <<final>> ROTATOR: DrawOptions - xAcceleration: int - isSteel: boolean - yAcceleration: int - isBomb: boolean - isLvl1: boolean - framecount: int - xVelocity: int - xPos: int + update(input: Input): void + update(input: Input): void + throwWeapon(): void + renderWeapon(): void + renderPipeSet(): void + renderFlame(): void + renderRectangle(point: Point): Rectangle