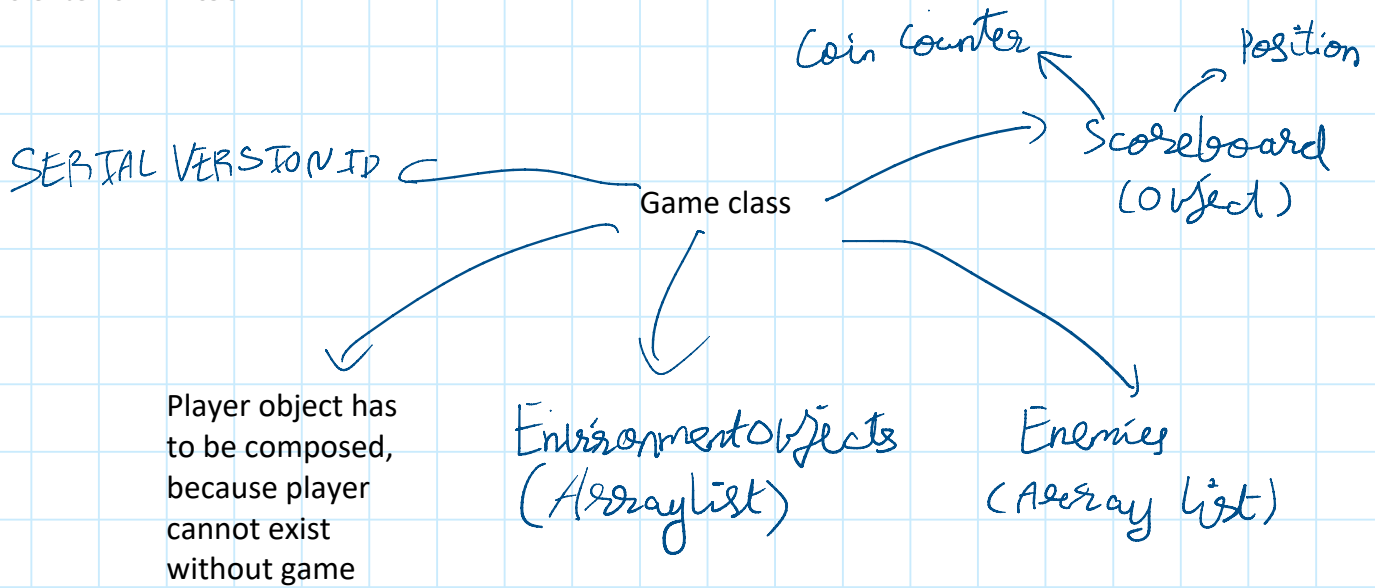


UML Notes

15 November 2021

05:51 PM



Background probably doesn't need to be an instance variable because we'll give the image path as an attribute into javafx



Purple \Rightarrow Abstract Class

Position, Velocity, Acceleration - all are constrained between -1000 and 1000. If any value is outside this range, it will be ignored.

➤ If you want to ignore one axis, just enter value outside this range.

Movement we will do again
after JavaFX

Hero has switch_weapon method. If null is passed inside this, then the existing weapon will be unequipped