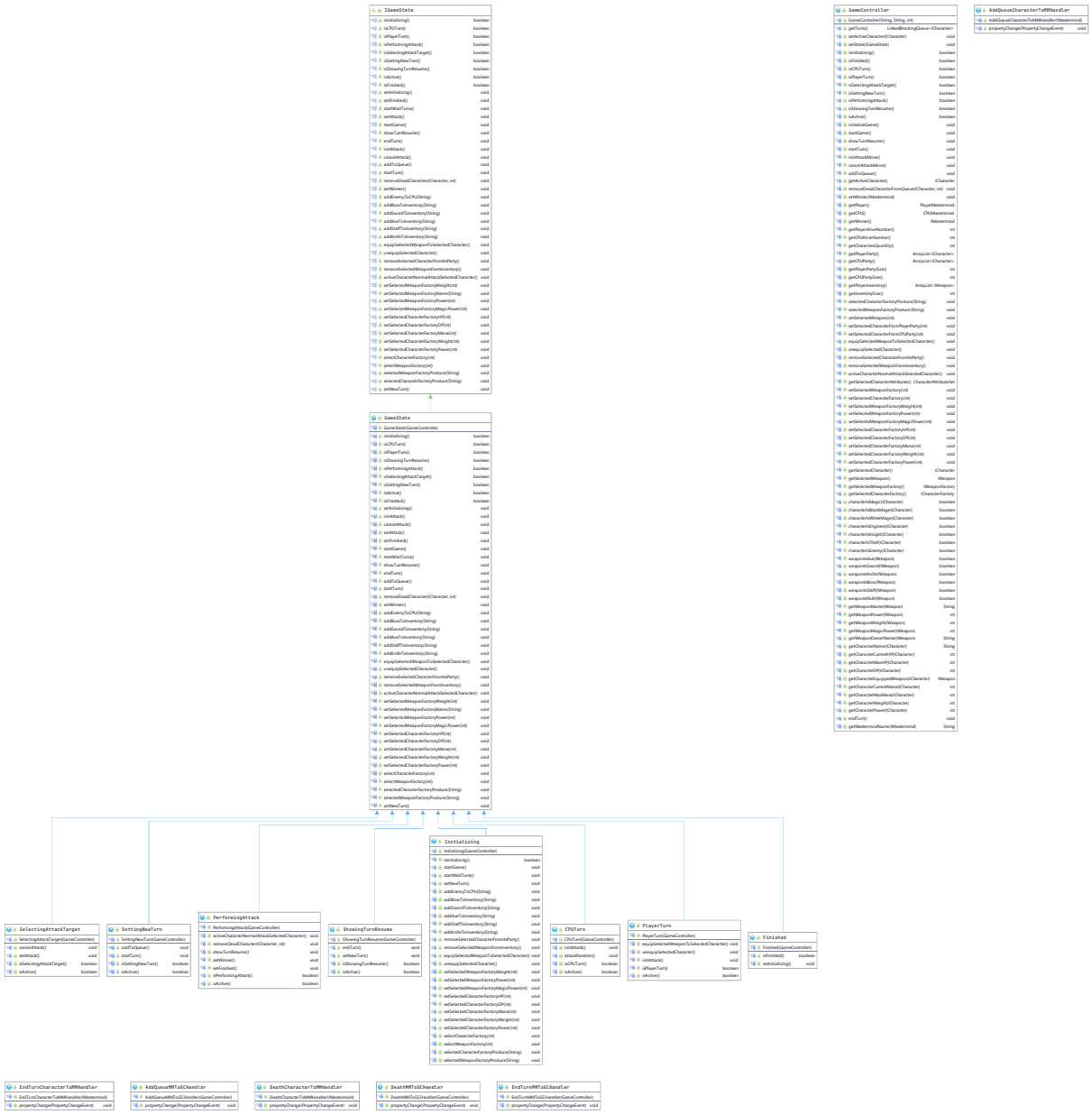
IGameState
isInitializing() boolean
isCPUTurn() boolean
isPlayerTurn() boolean
isPerformingAttack() boolean
isSelectingAttackTarget() boolean
isSettingNewTurn() boolean
isShowingTurnResume() boolean
isActive() boolean
isFinished() boolean
setInitializing() void
setFinished() void
startWarTurns() void
setAttack() void
startGame() void
showTurnResume() void
endTurn() void
initAttack() void
cancelAttack() void
addToQueue() void
startTurn() void
removeDeadCharacter(Character, int) void
setWinner() void
addEnemyToCPU(String) void
addBowToInventory(String) void
addSwordToInventory(String) void
addAxeToInventory(String) void
addStaffToInventory(String) void
addKnifeToInventory(String) void
equipSelectedWeaponToSelectedCharacter() void
unequipSelectedCharacter() void
removeSelectedCharacterFromHisParty() void
removeSelectedWeaponFromInventory() void
activeCharacterNormalAttackSelectedCharacter() void
setSelectedWeaponFactoryWeight(int) void
setSelectedWeaponFactoryName(String) void
setSelectedWeaponFactoryPower(int) void
setSelectedWeaponFactoryMagicPower(int) void
setSelectedCharacterFactoryHP(int) void
setSelectedCharacterFactoryDP(int) void
setSelectedCharacterFactoryMana(int) void
setSelectedCharacterFactoryWeight(int) void
setSelectedCharacterFactoryPower(int) void
selectCharacterFactory(int) void
selectWeaponFactory(int) void
selectedWeaponFactoryProduce(String) void
selectedCharacterFactoryProduce(String) void
setNewTurn() void
GameState
GameState(GameController)
isInitializing() boolean
isCPUTurn() boolean
isPlayerTurn() boolean
isShowingTurnResume() boolean
isPerformingAttack() boolean
isSelectingAttackTarget() boolean
isSettingNewTurn() boolean
isActive() boolean
isFinished() boolean
setInitializing() void
initAttack() void
cancelAttack() void
setAttack() void
setFinished() void
startGame() void
startWarTurns() void
showTurnResume() void
endTurn() void
addToQueue() void
startTurn() void
removeDeadCharacter(Character, int) void
setWinner() void
addEnemyToCPU(String) void
addBowToInventory(String) void
addSwordToInventory(String) void
addAxeToInventory(String) void
addStaffToInventory(String) void
addKnifeToInventory(String) void
equipSelectedWeaponToSelectedCharacter() void
unequipSelectedCharacter() void
removeSelectedCharacterFromHisParty() void
removeSelectedWeaponFromInventory() void
activeCharacterNormalAttackSelectedCharacter() void
setSelectedWeaponFactoryWeight(int) void
setSelectedWeaponFactoryName(String) void
setSelectedWeaponFactoryPower(int) void
setSelectedWeaponFactoryMagicPower(int) void
setSelectedCharacterFactoryHP(int) void
setSelectedCharacterFactoryDP(int) void
setSelectedCharacterFactoryMana(int) void
setSelectedCharacterFactoryWeight(int) void
setSelectedCharacterFactoryPower(int) void
selectCharacterFactory(int) void
selectWeaponFactory(int) void
selectedCharacterFactoryProduce(String) void
selectedWeaponFactoryProduce(String) void
setNewTurn() void
GameController
GameController(String, String, int)
getTurns() LinkedBlockingQueue<ICharacter>
setActiveCharacter(Character) void
setState(GameState) void
isInitializing() boolean
isFinished() boolean
isCPUTurn() boolean
isPlayerTurn() boolean
isSelectingAttackTarget() boolean
isSettingNewTurn() boolean
isPerformingAttack() boolean
isShowingTurnResume() boolean
isActive() boolean
initializeGames() void
startGames() void
showTurnResume() void
startTurn() void
initAttackMove() void
cancelAttackMove() void
addToQueue() void
getActiveCharacter() ICharacter
removeDeadCharacterFromQueue(Character, int) void
setWinner(Mastermind) void
getPlayer() PlayerMastermind
getCPU() CPUMastermind
getWinner() Mastermind
getPlayerAliveNumber() int
getCPUAliveNumber() int
getCharactersQuantity() int
getPlayerParty() ArrayList<ICharacter>
getCPUParty() ArrayList<ICharacter>
getPlayerPartySize() int
getCPUPartySize() int
getPlayerInventory() ArrayList<IWeapon>
getInventorySize() int
selectedCharacterFactoryProduce(String) void
selectedWeaponFactoryProduce(String) void
setSelectedWeapon(int) void
setSelectedCharacterFromPlayerParty(int) void
setSelectedCharacterFromCPUParty(int) void
equipSelectedWeaponToSelectedCharacter() void
unequipSelectedCharacter() void
removeSelectedCharacterFromHisParty() void
removeSelectedWeaponFromInventory() void
activeCharacterNormalAttackSelectedCharacter() void
getSelectedCharacterAttributes() CharacterAttributeSet
setSelectedWeaponFactory(int) void
setSelectedCharacterFactory(int) void
setSelectedWeaponFactoryWeight(int) void
setSelectedWeaponFactoryPower(int) void
setSelectedWeaponFactoryMagicPower(int) void
setSelectedCharacterFactoryHP(int) void
setSelectedCharacterFactoryDP(int) void
setSelectedCharacterFactoryMana(int) void
setSelectedCharacterFactoryWeight(int) void
setSelectedCharacterFactoryPower(int) void
getSelectedCharacter() ICharacter
getSelectedWeapon() IWeapon
getSelectedWeaponFactory() IWeaponFactory
getSelectedCharacterFactory() ICharacterFactory
characterIsMagic(Character) boolean
characterIsBlackMage(Character) boolean
characterIsWhiteMage(Character) boolean
characterIsSingaver(Character) boolean
characterIsHealy(Character) boolean
characterIsThief(Character) boolean
characterIsEnemy(Character) boolean
weaponIsAxe(Weapon) boolean
weaponIsSword(Weapon) boolean
weaponIsKnife(Weapon) boolean
weaponIsBow(Weapon) boolean
weaponIsStaff(Weapon) boolean
weaponIsNull(Weapon) boolean
getWeaponName(Weapon) String
getWeaponPower(Weapon) int
getWeaponWeight(Weapon) int
getWeaponMagicPower(Weapon) int
getWeaponOwnerName(Weapon) String
getCharacterName(Character) String
getCharacterCurrentHP(Character) int
getCharacterMaxHP(Character) int
getCharacterDP(Character) int
getCharacterEquipedWeapon(Character) IWeapon
getCharacterCurrentMana(Character) int
getCharacterMaxMana(Character) int
getCharacterWeight(Character) int
getCharacterPower(Character) int
endTurn() void
getMastermindName(Mastermind) String
AddQueueCharacterToMWHandler
AddQueueCharacterToMWHandler(Mastermind)
propertyChange(PropertyChangeEvent) void
Initializing
Initializing(GameController)
isInitializing() boolean
startGame() void
startWarTurns() void
setNewTurn() void
addEnemyToCPU(String) void
addBowToInventory(String) void
addSwordToInventory(String) void
addAxeToInventory(String) void
addStaffToInventory(String) void
addKnifeToInventory(String) void
removeSelectedCharacterFromHisParty() void
removeSelectedWeaponFromInventory() void
equipSelectedWeaponToSelectedCharacter() void
unequipSelectedCharacter() void
setSelectedWeaponFactoryWeight(int) void
setSelectedWeaponFactoryPower(int) void
setSelectedWeaponFactoryMagicPower(int) void
setSelectedCharacterFactoryHP(int) void
setSelectedCharacterFactoryDP(int) void
setSelectedCharacterFactoryMana(int) void
setSelectedCharacterFactoryWeight(int) void
setSelectedCharacterFactoryPower(int) void
selectCharacterFactory(int) void
selectWeaponFactory(int) void
selectedCharacterFactoryProduce(String) void
selectedWeaponFactoryProduce(String) void
SelectingAttackTarget
SelectingAttackTarget(GameController)
cancelAttack() void
setAttack() void
isSelectingAttackTarget() boolean
isActive() boolean
SettingNewTurn
SettingNewTurn(GameController)
addToQueue() void
startTurn() void
isSettingNewTurn() boolean
isActive() boolean
PerformingAttack
PerformingAttack(GameController)
activeCharacterNormalAttackSelectedCharacter() void
removeDeadCharacter(Character, int) void
showTurnResume() void
setWinner() void
setFinished() void
isPerformingAttack() boolean
isActive() boolean
ShowingTurnResume
ShowingTurnResume(GameController)
endTurn() void
setNewTurn() void
isShowingTurnResume() boolean
isActive() boolean
CPUTurn
CPUTurn(GameController)
initAttack() void
attackRandom() void
isCPUTurn() boolean
isActive() boolean
PlayerTurn
PlayerTurn(GameController)
equipSelectedWeaponToSelectedCharacter() void
unequipSelectedCharacter() void
initAttack() void
isPlayerTurn() boolean
isActive() boolean
Finished
Finished(GameController)
isFinished() boolean
setInitializing() void
EndTurnCharacterToMWHandler
EndTurnCharacterToMWHandler(Mastermind)
propertyChange(PropertyChangeEvent) void
AddQueueMWToGCHandler
AddQueueMWToGCHandler(GameController)
propertyChange(PropertyChangeEvent) void
DeathCharacterToMWHandler
DeathCharacterToMWHandler(Mastermind)
propertyChange(PropertyChangeEvent) void
DeathMWToGCHandler
DeathMWToGCHandler(GameController)
propertyChange(PropertyChangeEvent) void
EndTurnMWToGCHandler
EndTurnMWToGCHandler(GameController)
propertyChange(PropertyChangeEvent) void