

FileEditSourceRefactorNavigateSearchProjectRunWindowHelp

Package Explorer

TeamAlphaProject [TeamAlphaProject master]

src

tap.src.main

waterGame.java

waterGame.java

```
15 import tap.src.main.classes.Ally;
16 import tap.src.main.classes.Foe;
17 import tap.src.main.classes.PowerDown;
18 import tap.src.main.classes.PowerUp;
19
20 public class waterGame extends Canvas implements Runnable {
21
22     /**
23      * Updated Version: 05/03/2020
24      */
25     private static final long serialVersionUID = 1L;
26     public static int WIDTH = 320;
27     public static final int HEIGHT = WIDTH /12*9;
28     public static final int SCALE = 2; //Variables to help display ratio
29     public final String TITLE="Hydration Simulator";
30
31     private boolean isrunning=false;
32     private Thread thread;
33
34     private BufferedImage image = new BufferedImage(WIDTH,HEIGHT,BufferedImage.TYPE_INT_RGB);
35     private BufferedImage spriteSheet=null;
36     private BufferedImage bg=null;
37
38     private boolean currently_shooting=false;
```

Problems

Element	Coverage	Covered Instructions	Missed Instructions	Total Instructions
TeamAlphaProject	94.7 %	2,170	121	2,291
src	94.7 %	2,170	121	2,291
tap.src.main	94.7 %	2,170	121	2,291
waterGame.java	93.2 %	640	47	687
MainCharacter.java	91.8 %	212	19	231
Animation.java	85.3 %	81	14	95
GameObject.java	50.0 %	12	12	24
Coin.java	88.0 %	44	6	50
Soda.java	94.2 %	97	6	103
VendingMachine.java	95.9 %	140	6	146
WaterBottle.java	93.8 %	91	6	97
WaterBottle	93.8 %	91	6	97
getX()	0.0 %	0	3	3
getY()	0.0 %	0	3	3
WaterBottle(double, double, Textu	100.0 %	33	0	33
getBounds()	100.0 %	12	0	12
render(Graphics)	100.0 %	10	0	10
tick()	100.0 %	36	0	36
Physics.java	93.0 %	40	3	43
MouseInput.java	96.6 %	56	2	58
BuffImageLoader.java	100.0 %	13	0	13
Controller.java	100.0 %	321	0	321
GameOver.java	100.0 %	137	0	137
KbInput.java	100.0 %	16	0	16
Menu.java	100.0 %	137	0	137
SpriteSheet.java	100.0 %	24	0	24
Textures.java	100.0 %	109	0	109

Task List

tap.src.main

waterGame

serialVersionUID : long

WIDTH : int

HEIGHT : int

SCALE : int

TITLE : String

isrunning : boolean

thread : Thread

image : BufferedImage

spriteSheet : BufferedImage

bg : BufferedImage

currently_shooting : boolean

VmCount : int

VmKilled : int

SodaCount : int

SodaConsumed : int

WbCount : int

WbConsumed : int

mc : MainCharacter

c : Controller

text : Textures

menu : Menu

lose : GameOver

ea : LinkedList<Ally>

eb : LinkedList<Foe>

pu : LinkedList<PowerUp>

pd : LinkedList<PowerDown>

HEALTH : int

STATE

State : STATE

start() : void

stop() : void

initialize() : void

run() : void

tick() : void

render() : void

keyPressed(KeyEvent) : void

keyReleased(KeyEvent) : void

main(String[]) : void

getSpriteSheet() : BufferedImage

getVmCount() : int

setVmCount(int) : void

getVmKilled() : int

setVmKilled(int) : void

getSodaCount() : int

setSodaCount(int) : void

getSodaConsumed() : int

setSodaConsumed(int) : void

setWbCount() : int

0 items selected

Type here to search

8:39 PM

5/4/2020