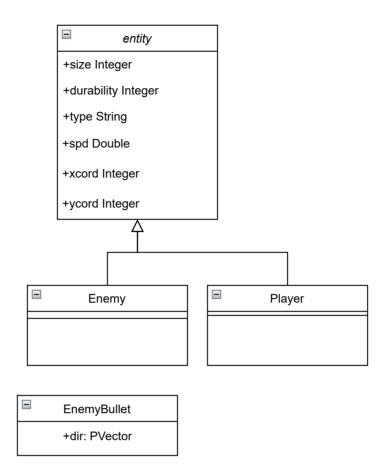
field(main) +size: Integer +w: Integer +h: Integer +spawnspd: Integer +fireSpd: Integer +miniSpawnspd: Integer +miniLaserFireSpd: Integer +miniMissileFireSpd: Integer +powerUpSpawnDur: Integer +waveChange: Integer +playerBulletsDir: PVector +pos: PVector . +dir: PVector +playerBulletsDir: PVector +playerBullets: ArrayList<PVector> +player: entity +survived: Integer +enemyposList. ArrayList<PVector> +enemvList: ArravList<Enemv> +bloomposList: ArrayList<PVector> +bloomList: ArrayList<Enemy> +enemyBullets: ArrayList<PVector> +bloomBullets: ArrayList<PVector> +enemyBulletsDirs: ArrayList<PVector> +miniBossposList: ArrayList<PVector> +miniBossList: ArrayList<Enemy> +missiles: ArrayList<PVector> +stepCount: ArrayList<Integer> +lasers: ArrayList<PVector> +powerUpSpawn: boolean +powerUps: ArrayList<PVector> +powerUpType: ArrayList<String> +spedUp: boolean +speedUpDuration: Integer +powerUpStart: Integer +healed: boolean +timeSlow: boolean +timeSlowDuration: Integer +bossActive: boolean +bossSpawnTime: Integer +bossSpawnDur: Integer +bossSpawnInterval: Integer +beegBoss: Enemy +bossLoc: PVector +theBigCrab: Enemy +bossHP: ArrayList<PVector> setup() draw() grid() keyPressed() drawPlayer() updatePlayer() createPlayerBullet() updatePlayerBullets() playerIsHit() gameOver() collisionCheck() timerCheckCrab() spawnBoss() drawBoss() bossGrid() drawTheBigCrab() bigCrabPatternA() bigCrabPatternB() bigCrabPatternC() hpBarDecrease() bossSpawnTime(): Integer createBasics() drawEnemies() createBloomShooters() updateEnemies() createEnemyBullet()

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updateEnemyBullets()
updateBloomBullets()
createMiniBosses()
drawMiniBoss()
updateMinis()
createMiniLaser()
createMissiles(Integer)
updateMissiles()
enemyDamaged(enemy: Enemy): Enemy
spawnPowerUp()
drawPowerUp()
getPowerUpStart(): Integer
collisionCheckPowerUp()