import greenfoot.\*;

/\*\*

\* Write a description of class gracias here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class gracias extends World

{

/\*\*

\* Constructor for objects of class gracias.

\*

\*/

public gracias()

{

super(900, 600, 1);

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class Portada here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class Portada extends World

{

/\*\*

\* Constructor for objects of class Portada.

\*

\*/

public Portada()

{

super(900,600,1);

addObject(new botonPortda(), 450, 300);

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class Facturamamundo here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class Fondonoche extends World

{

/\*\*

\* Constructor for objects of class Facturamamundo.

\*

\*/

private Facturin facturin;

private Facturamamundo2 mundo2;

public Fondonoche()

{

// Create a new world with 600x400 cells with a cell size of 1x1 pixels.

super(900, 600, 1);

facturin = new Facturin();

mundo2 = new Facturamamundo2();

insertarNave();

insertarFacturin();

insertarMounstro();

insertarcompu();

}

public void act()

{

if(facturin.getTouchComp())

Greenfoot.setWorld(mundo2);

}

public void insertarFacturin()

{

addObject(facturin, 100,550);

}

public void insertarNave()

{

}

public void insertarMounstro()

{

addObject(new mounstruo(), 300,550);

addObject(new mounstruo1(), 470,550);

addObject(new mounstruo2(), 540,550);

addObject(new mounstruo3(), 850,550);

addObject(new mounstruo4(), 660,550);

addObject(new mounstruo5(), 720,550);

}

public void insertarcompu()

{

addObject(new compu(), 740,560);

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class Facturamamundo here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class Facturamamundo extends World

{

/\*\*

\* Constructor for objects of class Facturamamundo.

\*

\*/

private Fondonoche mundoNoche;

private Facturin facturin;

public Facturamamundo()

{

// Create a new world with 600x400 cells with a cell size of 1x1 pixels.

super(900, 600, 1);

facturin = new Facturin();

insertarNave();

insertarFacturin();

insertarMounstro();

insertarcompu();

mundoNoche = new Fondonoche();

Greenfoot.playSound("harold.mp3");

}

public void act()

{

if(facturin.getTouchComp())

Greenfoot.setWorld(mundoNoche);

}

public void cambiaMundo()

{

Greenfoot.setWorld(mundoNoche);

}

public void insertarFacturin()

{

addObject(facturin, 100,550);

}

public void insertarNave()

{

}

public void insertarMounstro()

{

addObject(new mounstruo(), 400,550);

addObject(new mounstruo1(), 470,550);

addObject(new mounstruo2(), 540,550);

addObject(new mounstruo3(), 850,550);

}

public void insertarcompu()

{

addObject(new compu(), 740,560);

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class Ayudamundo here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class Ayudamundo extends World

{

/\*\*

\* Constructor for objects of class Ayudamundo.

\*

\*/

public Ayudamundo()

{super(800,600,1);

addObject(new ayuda1(), 400, 300);

addObject(new salir(), 725, 450);

}

}

import greenfoot.\*;

/\*\*

import greenfoot.\*;

/\*\*

\* Write a description of class Facturamamundo here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class Facturamamundo2 extends World

{

/\*\*

\* Constructor for objects of class Facturamamundo.

\*

\*/

private Facturin facturin;

private gracias mundoGracias;

public Facturamamundo2()

{

// Create a new world with 600x400 cells with a cell size of 1x1 pixels.

super(900, 600, 1);

facturin = new Facturin();

mundoGracias = new gracias();

insertarNave();

insertarFacturin();

insertarMounstro();

insertarcompu();

Greenfoot.playSound("harold.mp3");

}

public void insertarFacturin()

{

addObject(facturin, 100,550);

}

public void act()

{

if(facturin.getTouchComp())

Greenfoot.setWorld(mundoGracias);

}

public void insertarNave()

{

}

public void insertarMounstro()

{

addObject(new mounstruo(), 400,550);

addObject(new mounstruo1(), 470,550);

addObject(new mounstruo2(), 540,550);

addObject(new mounstruo3(), 850,550);

addObject(new mounstruo4(), 660,550);

addObject(new mounstruo5(), 720,550);

addObject(new mounstruo6(), 670,550);

//addObject(new mounstruo6(), 800,550);

}

public void insertarcompu()

{

addObject(new compu(), 740,560);

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class Menu2 here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class Menu2 extends World

{

/\*\*

\* Constructor for objects of class Menu2.

\*

\*/

public Menu2()

{

// Create a new world with 600x400 cells with a cell size of 1x1 pixels.

super(900, 600, 1);

GreenfootSound sound =new GreenfootSound("pilot.mp3");

sound.play();

addObject(new botonplay(sound), 470, 320);

addObject(new ayuda(), 185, 320);

//addObject(new Boton\_Record(), 400, 390);

addObject(new salir(), 725, 320);

//addObject(new Titulo(), 400, 90);

}

public void detenM(GreenfootSound m)

{

m.stop();

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class moriste here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class moriste extends Actor

{

/\*\*

\* Act - do whatever the moriste wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

// Add your action code here.

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class salir here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class salir extends Actor

{

/\*\*

\* Act - do whatever the salir wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

salir();

}

private void salir()

{

if (Greenfoot.mouseClicked(this))

{

Greenfoot.playSound("botonjugar.mp3");

Greenfoot.setWorld(new Portada());

Greenfoot.stop();

}

// Add your action code here.

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class botonPortda here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class botonPortda extends Actor

{

/\*\*

\* Act - do whatever the botonPortda wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

if(Greenfoot.mouseClicked(this))

{

Greenfoot.playSound("botonjugar.mp3");

Greenfoot.setWorld(new Menu2());

}

}// Add your action code here.

}

import greenfoot.\*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

import java.awt.Color;

import java.awt.Font;

import java.awt.RenderingHints;

import java.awt.Shape;

import java.awt.Graphics2D;

import java.awt.FontMetrics;

import java.awt.font.TextLayout;

/\*\*

\* A Label class that allows you to display a textual value on screen.

\*

\* The Label is an actor, so you will need to create it, and then add it to the world

\* in Greenfoot. If you keep a reference to the Label then you can change the text it

\* displays.

\*

\* @author Amjad Altadmri

\* @version 1.1

\*/

public class Label extends Actor

{

private String value;

private int fontSize;

private Color lineColor = Color.WHITE;

private Color fillColor = Color.YELLOW;

private static final Color transparent = new Color(0,0,0,0);

/\*\*

\* Create a new label, initialise it with the int value to be shown and the font size

\*/

public Label(int value, int fontSize)

{

this(Integer.toString(value), fontSize);

}

/\*\*

\* Create a new label, initialise it with the needed text and the font size

\*/

public Label(String value, int fontSize)

{

this.value = value;

this.fontSize = fontSize;

updateImage();

}

/\*\*

\* Sets the value as text

\*

\* @param value the text to be show

\*/

public void setValue(String value)

{

this.value = value;

updateImage();

}

/\*\*

\* Sets the value as integer

\*

\* @param value the value to be show

\*/

public void setValue(int value)

{

this.value = Integer.toString(value);

updateImage();

}

/\*\*

\* Sets the line color of the text

\*

\* @param lineColor the line color of the text

\*/

public void setLineColor(Color lineColor)

{

this.lineColor = lineColor;

updateImage();

}

/\*\*

\* Sets the fill color of the text

\*

\* @param fillColor the fill color of the text

\*/

public void setFillColor(Color fillColor)

{

this.fillColor = fillColor;

updateImage();

}

/\*\*

\* Update the image on screen to show the current value.

\*/

private void updateImage()

{

setImage(new GreenfootImage(value, fontSize, fillColor, transparent, lineColor));

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class botonplay here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class botonplay extends Actor

{

/\*\*

\* Act - do whatever the botonplay wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

private GreenfootSound s;

public botonplay(GreenfootSound m)

{

s=m;

}

public void act()

{

botonplay();

}

private void botonplay()

{

if (Greenfoot.mouseClicked(this))

{

Greenfoot.playSound("botonjugar.mp3");

Greenfoot.setWorld(new Facturamamundo());

Menu2 menu = (Menu2)getWorld();

menu.detenM(s);

}

}

}

import greenfoot.\*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/\*\*

\* Write a description of class enemigo\_1 here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class mounstruo extends Actor

{

private int rand=Greenfoot.getRandomNumber(400);

private int dir = 1;

private int cont = 0;

private int jump = -20;

private int verticalSpeed = 10;

/\*\*

\* Act - do whatever the enemigo\_1 wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

// Add your action code here.

mov\_rand();

muevete();

cont ++;

checkFall();

}

private void mov\_rand()

{

int accion=Greenfoot.getRandomNumber(50);

if(accion==1)

{

muevete();

}

if(accion==2)

{

muevete();

}

if(cont==100)

{

dispara();

cont = 0;

}

if(accion==4)

{

salta();

}

}

private void muevete()

{

int band\_dir = Greenfoot.getRandomNumber(40);

int mov = 0;

switch(band\_dir)

{

case 1:

setImage("carpeta.png");

setLocation(getX()+20,getY());

mov = 1;

break;

case 2:

setImage("carpetader.png");

setLocation(getX()-20,getY());

mov = 2;

break;

}

dir = mov;

}

private void dispara()

{

int band = 0;

if (dir!=0)

{

band = dir;

}

getWorld().addObject(new balaenemigo(band),getX(),getY());

}

protected void salta()

{

if(onGround())

{

verticalSpeed = jump;

fall();

}

}

private void fall()

{

setLocation(getX(),getY() + verticalSpeed);

verticalSpeed = verticalSpeed + 2;

}

private boolean onGround()

{

if(getY()>=550)

{ return true;}

else

{ return false;}

}

private void checkFall()

{

if(onGround())

verticalSpeed = 0;

else

fall();

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class ayuda1 here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class ayuda1 extends Actor

{ /\*\*

\* Act - do whatever the ayuda1 wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

if(Greenfoot.mouseClicked(this))

{

Greenfoot.setWorld(new Menu2());

}

}

}

import greenfoot.\*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

import java.util.\*;

/\*\*

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class Facturin extends Actor

{

private int speed = 5;

private int verticalSpeed = 0;

private int exel = 2;

private int jump = -16;

private int floor=544;

private final int left=1;

private final int right=2;

private int dir=right;

private int pasos = 1;

private boolean tocaCompu;

int vidas;

Label lVidas;

public Facturin()

{

pasos = 1;

tocaCompu = false;

vidas =3;

lVidas=new Label("LIFES THAT YOU HAVE : 3",30);

}

public void act()

{

keyCheck();

checkFall();

getWorld().removeObject(lVidas);

lVidas=new Label("LIFES THAT YOU HAVE: " + Integer.toString(vidas),30);

getWorld().addObject(lVidas,200, 100);

if(isTouching(balaenemigo.class))

{

removeTouching(balaenemigo.class);

vidas--;

if(vidas==0)

{

removeTouching(Facturin.class);

getWorld().addObject(new morire(),300,200);

removeTouching(balaenemigo.class);

Greenfoot.stop();

}

}

if(isTouching(compu.class))

{

tocaCompu = true;

}

//System.out.println(pasos);

}

public boolean getTouchComp()

{

return tocaCompu;

}

/\*\*

\* Key Check

\*/

private void keyCheck()

{

int direc = 1;

if(Greenfoot.isKeyDown("F"))

{

getWorld().addObject(new bala(direc),getX(),getY());

Greenfoot.delay(10);

}

if(Greenfoot.isKeyDown("right"))

{

dir=right;

if(pasos==1)

{

setLocation ( getX() + speed, getY() );

if(onGround())

setImage("FacturinDer.png");

else

setImage("FacturinDer.png");

}

if(pasos==2)

{

setLocation( getX() + speed, getY() );

if(onGround())

setImage("FacturinDerCam.png");

else

setImage("FacturinDer.png");

}

if(pasos==3)

{

setLocation( getX() + speed, getY() );

if(onGround())

setImage("FacturinDerCam2.png");

else

setImage("FacturinDer.png");

}

if(pasos>=3)

pasos=1;

else

pasos++;

direc = 1;

}

if(Greenfoot.isKeyDown("left"))

{

dir=left;

if(pasos==1)

{

setLocation ( getX() - speed, getY() );

if(onGround())

setImage("FacturinIzq.png");

else

setImage("FacturinIzq.png");

}

if(pasos==2)

{

setLocation( getX() - speed, getY() );

if(onGround())

setImage("facturinIzqsalto.png");

else

setImage("FacturinIzq.png");

}

if(pasos==3)

{

setLocation( getX() - speed, getY() );

if(onGround())

setImage("facturinIzqsalto2.png");

else

setImage("FacturinIzq.png");

}

if(pasos>=3)

pasos=1;

else

pasos++;

direc =2;

}

if(Greenfoot.isKeyDown("up"))

{

if(onGround())

{

verticalSpeed = jump;

fall();

}

}

}

public int getFacturinDir()

{

return(dir);

}

/\*\*

\* Fall

\*/

private void fall()

{

setLocation (getX(), getY() + verticalSpeed);

verticalSpeed = verticalSpeed + exel;

}

/\*\*

\* On Ground

\*/

private boolean onGround()

{

if(getY()>=floor)

return true;

else

return false;

}

/\*\*

\* Check Fall

\*/

private void checkFall()

{

if(onGround())

verticalSpeed=0;

else

fall();

}

}

import greenfoot.\*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/\*\*

\* Write a description of class enemigo\_1 here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class mounstruo5 extends Actor

{

private int rand=Greenfoot.getRandomNumber(400);

private int dir = 1;

private int cont = 0;

private int jump = -20;

private int verticalSpeed = 10;

/\*\*

\* Act - do whatever the enemigo\_1 wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

// Add your action code here.

mov\_rand();

muevete();

cont ++;

checkFall();

}

private void mov\_rand()

{

int accion=Greenfoot.getRandomNumber(50);

if(accion==1)

{

muevete();

}

if(accion==2)

{

muevete();

}

if(cont==100)

{

dispara();

cont = 0;

}

if(accion==4)

{

salta();

}

}

private void muevete()

{

int band\_dir = Greenfoot.getRandomNumber(40);

int mov = 0;

switch(band\_dir)

{

case 1:

setImage("carpeta.png");

setLocation(getX()+20,getY());

mov = 1;

break;

case 2:

setImage("carpetader.png");

setLocation(getX()-20,getY());

mov = 2;

break;

}

dir = mov;

}

private void dispara()

{

int band = 0;

if (dir!=0)

{

band = dir;

}

getWorld().addObject(new balaenemigo(band),getX(),getY());

}

protected void salta()

{

if(onGround())

{

verticalSpeed = jump;

fall();

}

}

private void fall()

{

setLocation(getX(),getY() + verticalSpeed);

verticalSpeed = verticalSpeed + 2;

}

private boolean onGround()

{

if(getY()>=550)

{ return true;}

else

{ return false;}

}

private void checkFall()

{

if(onGround())

verticalSpeed = 0;

else

fall();

}

}

import greenfoot.\*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/\*\*

\* Write a description of class enemigo\_1 here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class mounstruo4 extends Actor

{

private int rand=Greenfoot.getRandomNumber(400);

private int dir = 1;

private int cont = 0;

private int jump = -20;

private int verticalSpeed = 10;

/\*\*

\* Act - do whatever the enemigo\_1 wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

// Add your action code here.

mov\_rand();

muevete();

cont ++;

checkFall();

}

private void mov\_rand()

{

int accion=Greenfoot.getRandomNumber(50);

if(accion==1)

{

muevete();

}

if(accion==2)

{

muevete();

}

if(cont==100)

{

dispara();

cont = 0;

}

if(accion==4)

{

salta();

}

}

private void muevete()

{

int band\_dir = Greenfoot.getRandomNumber(40);

int mov = 0;

switch(band\_dir)

{

case 1:

setImage("carpeta.png");

setLocation(getX()+20,getY());

mov = 1;

break;

case 2:

setImage("carpetader.png");

setLocation(getX()-20,getY());

mov = 2;

break;

}

dir = mov;

}

private void dispara()

{

int band = 0;

if (dir!=0)

{

band = dir;

}

getWorld().addObject(new balaenemigo(band),getX(),getY());

}

protected void salta()

{

if(onGround())

{

verticalSpeed = jump;

fall();

}

}

private void fall()

{

setLocation(getX(),getY() + verticalSpeed);

verticalSpeed = verticalSpeed + 2;

}

private boolean onGround()

{

if(getY()>=550)

{ return true;}

else

{ return false;}

}

private void checkFall()

{

if(onGround())

verticalSpeed = 0;

else

fall();

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class bala here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class bala extends Actor

{

private int band\_dir = 0;

public bala(int dir)

{

band\_dir = dir;

}

/\*\*

\* Act - do whatever the bala\_jug wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

muevete();// Add your action code here.

checkCollide();

/\*if(isTouching(balaenemigo.class))

{

getWorld().removeObject(this);

removeTouching(balaenemigo.class);

}

if(isTouching(mounstruo.class))

{

getWorld().removeObject(this);

removeTouching(mounstruo.class);

}

if(isTouching(balaenemigo.class))

{

getWorld().removeObject(this);

removeTouching(balaenemigo.class);

}

if(isTouching(mounstruo1.class))

{

getWorld().removeObject(this);

removeTouching(mounstruo1.class);

}

if (this .atWorldEdge()==true)

{

getWorld().removeObject(this);

return;

}\*/

}

protected void muevete()

{

int band = Greenfoot.getRandomNumber(2);

int x = getX(), y = getY();

if(band\_dir == 1)

{

switch(band)

{

case 1:

//setImage("Balajug1.png");

setLocation(x+20,y);

break;

}

/\*if(isAtEdge())

{

getWorld().removeObject(this);

}\*/

}

if(band\_dir == 2)

{

switch(band)

{

case 1:

setImage("Balajug1\_i.png");

setLocation(x-20,y);

break;

}

}/\*if(isAtEdge())

{

getWorld().removeObject(this);

}\*/

if(isTouching(balaenemigo.class))

{

removeTouching(balaenemigo.class);

}

}

public boolean atWorldEdge()

{

if (getX() > getWorld().getWidth() - getImage().getWidth() || getY() > getWorld().getHeight() - getImage().getHeight())

{

return true;

}

else

{

return false;

}

}

private void checkCollide()

{

Actor a = this.getOneIntersectingObject(balaenemigo.class);

Actor b = this.getOneIntersectingObject(mounstruo.class);

Actor c = this.getOneIntersectingObject(mounstruo1.class);

Actor d = this.getOneIntersectingObject(mounstruo2.class);

Actor e = this.getOneIntersectingObject(mounstruo3.class);

Actor f = this.getOneIntersectingObject(mounstruo4.class);

Actor g = this.getOneIntersectingObject(mounstruo5.class);

Actor h = this.getOneIntersectingObject(mounstruo6.class);

if(a != null )

{

//getWorld().removeObject(this);

this.getWorld().removeObject(a);

}

if(b != null )

{

//getWorld().removeObject(this);

this.getWorld().removeObject(b);

}

if(c != null )

{

//getWorld().removeObject(this);

this.getWorld().removeObject(c);

}

if(d != null )

{

//getWorld().removeObject(this);

this.getWorld().removeObject(d);

}

if(e != null )

{

//getWorld().removeObject(this);

this.getWorld().removeObject(e);

}

if(f != null )

{

//getWorld().removeObject(this);

this.getWorld().removeObject(f);

}

if(g != null )

{

//getWorld().removeObject(this);

this.getWorld().removeObject(g);

}

if(h != null )

{

//getWorld().removeObject(this);

this.getWorld().removeObject(h);

}

if(atWorldEdge()==true)

{

getWorld().removeObject(this);

}

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class morire here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class morire extends Actor

{

/\*\*

\* Act - do whatever the morire wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

// Add your action code here.

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class compu here.

\*

\* @author (your name)

\* @version (a version number or a date)()

\*/

public class compu extends Actor

{

/\*\*

\* Act - do whatever the compu wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public compu()

{

}

public void act()

{

if(isTouching(Facturin.class))

{

}

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class balaenemigo here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class balaenemigo extends Actor

{

/\*\*

\* Act - do whatever the balaenemigo wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public int band\_dir = 2;

public balaenemigo(int d)

{

if(d!=0)

{

band\_dir = d;

}

else

{

band\_dir = 2;

}

}

public void act()

{

muevete();// Add your action code here.

//if(isTouching(Facturin.class))

//{

//removeTouching(Facturin.class);

//getWorld().addObject(new morire(),300,200);

//Greenfoot.stop();}

}

protected void muevete()

{

int band = Greenfoot.getRandomNumber(2);

int x = getX(), y = getY();

if(band\_dir == 1)

{

switch(band)

{

case 1:

setImage("balaenemigo.png");

setLocation(x+20,y);

break;

}

/\*if(isAtEdge())

{

getWorld().removeObject(this);

}\*/

}

if(band\_dir == 2)

{

switch(band)

{

case 1:

setImage("balaenemigo.png");

setLocation(x-20,y);

break;

}

/\*if(isAtEdge())

{

getWorld().removeObject(this);

}

}\*/

}

}

private void checkCollide()

{

Actor a = this.getOneIntersectingObject(Facturin.class);

Actor b = this.getOneIntersectingObject(bala.class);

if(a != null )

{

//getWorld().removeObject(this);

this.getWorld().removeObject(a);

}

if(b != null )

{

//getWorld().removeObject(this);

this.getWorld().removeObject(b);

}

}

public boolean atWorldEdge()

{

if (getX() > getWorld().getWidth() - getImage().getWidth() || getY() > getWorld().getHeight() - getImage().getHeight())

{

return true;

}

else

{

return false;

}

}

public void eliminar()

{

if(atWorldEdge()==true)

{

getWorld().removeObject(this);

}

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class ayuda here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class ayuda extends Actor

{

public void act()

{

if(Greenfoot.mouseClicked(this))

{

Greenfoot.playSound("botonjugar.mp3");

Greenfoot.setWorld(new Ayudamundo());

}

}

}

import greenfoot.\*;

/\*\*

\* Write a description of class Vidas here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class Vida extends Actor

{

}