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| Programacion Orientada a Objetos | diciembre 7  2016 | |
| Documentacion de código del proyecto. | | Xochitl America Rodriguez Villanueva  Naomi Sahian Aguiñaga Gonzalez |

Class Help

java.lang.Object

greenfoot.World

**Help**

public class **Help**extends greenfoot.World

Este es el escenario para mostrar la ayuda

**Version:**

(1.0)

**Author:**

(Xochil Villanueva)

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| **Constructor Summary** | |
| [**Help**](about:blankHelp.html#Help())()           Constructor for objects of class Help. |  |

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| **Method Summary** |

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| **Methods inherited from class greenfoot.World** |
| act, addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| **Constructor Detail** |

**Help**

public **Help**()

Constructor for objects of class Help.

**Class Menu**

java.lang.Object

greenfoot.World

**Menu**

public class **Menu**extends greenfoot.World

Este es el escenario de menu con botones para crear diferentes mundos.

**Version:**

(1.0)

**Author:**

(Xochil Villanueva)

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| **Constructor Summary** | |
| [**Menu**](about:blankMenu.html#Menu())()           Constructor for objects of class Menu. |  |

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| **Method Summary** |

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| **Methods inherited from class greenfoot.World** |
| act, addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

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| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| **Constructor Detail** |

**Menu**

public **Menu**()

Constructor for objects of class Menu.

**Class Final**

java.lang.Object

greenfoot.World

**Final**

public class **Final**extends greenfoot.World

Este es la pantalla final del juego.

**Version:**

(1.0)

**Author:**

(Xochil Villanueva)

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| **Constructor Summary** | |
| [**Final**](about:blankFinal.html#Final())()           Constructor for objects of class Final. |  |

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| **Method Summary** |

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| **Methods inherited from class greenfoot.World** |
| act, addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

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| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| **Constructor Detail** |

**Final**

public **Final**()

Constructor for objects of class Final.

**Class MyWorld**

java.lang.Object

greenfoot.World

**MyWorld**

public class **MyWorld**extends greenfoot.World

Esta clase contiene todos los elementos para la jugabilidad del proyecto, asi como sus herramientas.

**Version:**

(2.3)

**Author:**

(Naomi Aguiñaga & Xochil Villanueva)

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| **Field Summary** | |
| Counter | [**puntosI**](about:blankMyWorld.html#puntosI) |
| Counter | [**timerDisplay**](about:blankMyWorld.html#timerDisplay) |
| Counter | [**timerItem**](about:blankMyWorld.html#timerItem) |
| boolean | [**which**](about:blankMyWorld.html#which) |

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| **Constructor Summary** | |
| [**MyWorld**](about:blankMyWorld.html#MyWorld())()           El constructor contiene todos los elementos presentes en cada nivel |  |

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| **Method Summary** | |
| void | [**act**](about:blankMyWorld.html#act())()           Este es el act, en el cual colocamos timer para mantener el contador andando y checktime que coloca a los items en el mundo. |
| void | [**addScoreM**](about:blankMyWorld.html#addScoreM(int))(int puntos)           Metodo que se encarga de subir el puntaje,dependiendo del parametro que enviemos |
| void | [**checkLife**](about:blankMyWorld.html#checkLife())() |
| void | [**checkTimer**](about:blankMyWorld.html#checkTimer())()           Añade items en el mundo y el espejo del siguiente nivel. |
| int | [**getPuntaje**](about:blankMyWorld.html#getPuntaje())()           Retorna el puntaje del jugador |
| void | [**prepareE**](about:blankMyWorld.html#prepareE())()           Prepara el item esmalte. |
| void | [**prepareEnemies**](about:blankMyWorld.html#prepareEnemies(boolean))(boolean which)           Metodo utilizado para crear los enemigos simples requeridos en el nivel 1 y 2. |
| void | [**prepareL**](about:blankMyWorld.html#prepareL())()           Prepara el item lip. |
| void | [**prepareP**](about:blankMyWorld.html#prepareP())()           Prepara el item paleta. |
| void | [**timerIni**](about:blankMyWorld.html#timerIni())()           Contador del tiempo,items y actualizacion de banderas por segundo. |

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| --- |
| **Methods inherited from class greenfoot.World** |
| addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| --- |
| **Field Detail** |

**puntosI**

public Counter **puntosI**

**timerDisplay**

public Counter **timerDisplay**

**timerItem**

public Counter **timerItem**

**which**

public boolean **which**

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| --- |
| **Constructor Detail** |

**MyWorld**

public **MyWorld**()

El constructor contiene todos los elementos presentes en cada nivel

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| **Method Detail** |

**act**

public void **act**()

Este es el act, en el cual colocamos timer para mantener el contador andando y checktime que coloca a los items en el mundo.

**Overrides:**

act in class greenfoot.World

**addScoreM**

public void **addScoreM**(int puntos)

Metodo que se encarga de subir el puntaje,dependiendo del parametro que enviemos

**checkLife**

public void **checkLife**()

**checkTimer**

public void **checkTimer**()

Añade items en el mundo y el espejo del siguiente nivel.

**getPuntaje**

public int **getPuntaje**()

Retorna el puntaje del jugador

**prepareE**

public void **prepareE**()

Prepara el item esmalte.

**prepareEnemies**

public void **prepareEnemies**(boolean which)

Metodo utilizado para crear los enemigos simples requeridos en el nivel 1 y 2. Requiere de un boolean para saber cuales son los necesarios dependiento del nivel.

**prepareL**

public void **prepareL**()

Prepara el item lip.

**prepareP**

public void **prepareP**()

Prepara el item paleta.

**timerIni**

public void **timerIni**()

Contador del tiempo,items y actualizacion de banderas por segundo.

**Class Level2**

java.lang.Object

greenfoot.World

MyWorld

**Level2**

public class **Level2**extends MyWorld

Write a description of class Level2 here.

**Version:**

(a version number or a date)

**Author:**

(your name)

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| **Field Summary** |

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| **Fields inherited from class MyWorld** |
| puntosI, timerDisplay, timerItem, which |

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| **Constructor Summary** | |
| [**Level2**](about:blankLevel2.html#Level2())()           Constructor for objects of class Level2. |  |

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| **Method Summary** | |
| void | [**act**](about:blankLevel2.html#act())()           Este es el act, en el cual colocamos timer para mantener el contador andando y checktime que coloca a los items en el mundo. |
| void | [**enemyC**](about:blankLevel2.html#enemyC())()           Prepara el enemigo C para este nivel. |

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| **Methods inherited from class MyWorld** |
| addScoreM, checkLife, checkTimer, getPuntaje, prepareE, prepareEnemies, prepareL, prepareP, timerIni |

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| **Methods inherited from class greenfoot.World** |
| addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| **Constructor Detail** |

**Level2**

public **Level2**()

Constructor for objects of class Level2.

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| **Method Detail** |

**act**

public void **act**()

**Description copied from class: MyWorld**

Este es el act, en el cual colocamos timer para mantener el contador andando y checktime que coloca a los items en el mundo.

**Overrides:**

act in class MyWorld

**enemyC**

public void **enemyC**()

Prepara el enemigo C para este nivel.

**Class Level3**

java.lang.Object

greenfoot.World

MyWorld

**Level3**

public class **Level3**extends MyWorld

Write a description of class Level3 here.

**Version:**

(a version number or a date)

**Author:**

(your name)

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| **Field Summary** |

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| --- |
| **Fields inherited from class MyWorld** |
| puntosI, timerDisplay, timerItem, which |

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| **Constructor Summary** | |
| [**Level3**](about:blankLevel3.html#Level3())()           Constructor for objects of class Level3. |  |

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| **Method Summary** | |
| void | [**act**](about:blankLevel3.html#act())()           Este es el act, en el cual colocamos timer para mantener el contador andando y checktime que coloca a los items en el mundo. |
| void | [**preparel3**](about:blankLevel3.html#preparel3())() |
| void | [**setFin**](about:blankLevel3.html#setFin())() |
| boolean | [**stillAlive**](about:blankLevel3.html#stillAlive())() |

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| --- |
| **Methods inherited from class MyWorld** |
| addScoreM, checkLife, checkTimer, getPuntaje, prepareE, prepareEnemies, prepareL, prepareP, timerIni |

|  |
| --- |
| **Methods inherited from class greenfoot.World** |
| addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| **Constructor Detail** |

**Level3**

public **Level3**()

Constructor for objects of class Level3.

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| **Method Detail** |

**act**

public void **act**()

**Description copied from class: MyWorld**

Este es el act, en el cual colocamos timer para mantener el contador andando y checktime que coloca a los items en el mundo.

**Overrides:**

act in class MyWorld

**preparel3**

public void **preparel3**()

**setFin**

public void **setFin**()

**stillAlive**

public boolean **stillAlive**()

**Class Level1**

java.lang.Object

greenfoot.World

MyWorld

**Level1**

public class **Level1**extends MyWorld

Write a description of class Level1 here.

**Version:**

(a version number or a date)

**Author:**

(your name)

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| **Field Summary** |

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| **Fields inherited from class MyWorld** |
| puntosI, timerDisplay, timerItem, which |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Level1**](about:blankLevel1.html#Level1())()           Constructor for objects of class Level1. |  |

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| **Method Summary** |

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| --- |
| **Methods inherited from class MyWorld** |
| act, addScoreM, checkLife, checkTimer, getPuntaje, prepareE, prepareEnemies, prepareL, prepareP, timerIni |

|  |
| --- |
| **Methods inherited from class greenfoot.World** |
| addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| --- |
| **Constructor Detail** |

**Level1**

public **Level1**()

Constructor for objects of class Level1.

**Class End**

java.lang.Object

greenfoot.World

**End**

public class **End**extends greenfoot.World

Write a description of class End here.

**Version:**

(a version number or a date)

**Author:**

(your name)

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| --- | --- |
| **Constructor Summary** | |
| [**End**](about:blankEnd.html#End())()           Constructor for objects of class End. |  |

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| **Method Summary** |

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| --- |
| **Methods inherited from class greenfoot.World** |
| act, addObject, getBackground, getCellSize, getColorAt, getHeight, getObjects, getObjectsAt, getWidth, numberOfObjects, removeObject, removeObjects, repaint, setActOrder, setBackground, setBackground, setPaintOrder, showText, started, stopped |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**End**

public **End**()

Constructor for objects of class End.

**Class Ret**

java.lang.Object

greenfoot.Actor

**Ret**

public class **Ret**extends greenfoot.Actor

Este es el objeto que te retorna al menu.

**Version:**

(1.0)

**Author:**

(Xochil Villanueva)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Ret**](about:blankRet.html#Ret())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankRet.html#act())()           Revisa si al objeto se le dio un click. |

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

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| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**Ret**

public **Ret**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Revisa si al objeto se le dio un click.

**Overrides:**

act in class greenfoot.Actor

**Class Start**

java.lang.Object

greenfoot.Actor

**Start**

public class **Start**extends greenfoot.Actor

Boton de star, es para iniciar el juego.

**Version:**

(1.0)

**Author:**

(Xochil Villanueva)

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| **Constructor Summary** | |
| [**Start**](about:blankStart.html#Start())() |  |

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| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankStart.html#act())()           Act - do whatever the Start wants to do. |

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**Start**

public **Start**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Act - do whatever the Start wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

**Overrides:**

act in class greenfoot.Actor

**Class Balas**

java.lang.Object

greenfoot.Actor

**Balas**

public class **Balas**extends greenfoot.Actor

Esta es la clase para las balas.

**Version:**

(1.2)

**Author:**

(Naomi Aguiñaga)

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| --- | --- |
| **Constructor Summary** | |
| [**Balas**](about:blankBalas.html#Balas())() |  |

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| **Method Summary** | |
| void | [**act**](about:blankBalas.html#act())()           El metodo act, llama el movimiento del objeto y revisar si ha chocado con algo. |
| void | [**balasoff**](about:blankBalas.html#balasoff())()           Elimina el objeto |
| void | [**checkDirection**](about:blankBalas.html#checkDirection(int))(int flag)           Revisa la direccion que tiene jugador para poder salir en esa direccion |
| void | [**collision**](about:blankBalas.html#collision())()           Revisa la colision con el borde del mundo. |

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| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| **Constructor Detail** |

**Balas**

public **Balas**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

El metodo act, llama el movimiento del objeto y revisar si ha chocado con algo.

**Overrides:**

act in class greenfoot.Actor

**balasoff**

public void **balasoff**()

Elimina el objeto

**checkDirection**

public void **checkDirection**(int flag)

Revisa la direccion que tiene jugador para poder salir en esa direccion

**collision**

public void **collision**()

Revisa la colision con el borde del mundo.

**Class Names**

java.lang.Object

greenfoot.Actor

**Names**

public class **Names**extends greenfoot.Actor

Write a description of class Names here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Names**](about:blankNames.html#Names())() |  |

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| **Method Summary** | |
| void | [**act**](about:blankNames.html#act())()           Act - do whatever the Names wants to do. |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| --- |
| **Constructor Detail** |

**Names**

public **Names**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Act - do whatever the Names wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

**Overrides:**

act in class greenfoot.Actor

**Class Carga**

java.lang.Object

greenfoot.Actor

**Carga**

public class **Carga**extends greenfoot.Actor

Es la marca que te permite disparar.

**Version:**

(1.0)

**Author:**

(Naomi Aguiñaga)

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| **Constructor Summary** | |
| [**Carga**](about:blankCarga.html#Carga())() |  |

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| **Method Summary** | |
| void | [**act**](about:blankCarga.html#act())()           Act - do whatever the Carga wants to do. |

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| --- |
| **Constructor Detail** |

**Carga**

public **Carga**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Act - do whatever the Carga wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

**Overrides:**

act in class greenfoot.Actor

**Class Counter**

java.lang.Object

greenfoot.Actor

**Counter**

public class **Counter**extends greenfoot.Actor

A Counter class that allows you to display a numerical value on screen. The Counter 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 Counter then you can adjust its value. Here's an example of a world class that displays a counter with the number of act cycles that have occurred:

class CountingWorld

{

private Counter actCounter;

public CountingWorld()

{

super(600, 400, 1);

actCounter = new Counter("Act Cycles: ");

addObject(actCounter, 100, 100);

}

public void act()

{

actCounter.setValue(actCounter.getValue() + 1);

}

}

**Version:**

1.0

**Author:**

Neil Brown and Michael Kölling

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| --- | --- |
| **Constructor Summary** | |
| [**Counter**](about:blankCounter.html#Counter())() |  |
| [**Counter**](about:blankCounter.html#Counter(java.lang.String))(java.lang.String prefix)           Create a new counter, initialised to 0. |  |

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| **Method Summary** | |
| void | [**act**](about:blankCounter.html#act())()           Animate the display to count up (or down) to the current target value. |
| void | [**add**](about:blankCounter.html#add(int))(int score)           Add a new score to the current counter value. |
| int | [**getValue**](about:blankCounter.html#getValue())()           Return the current counter value. |
| void | [**setPrefix**](about:blankCounter.html#setPrefix(java.lang.String))(java.lang.String prefix)           Sets a text prefix that should be displayed before the counter value (e.g. |
| void | [**setValue**](about:blankCounter.html#setValue(int))(int newValue)           Set a new counter value. |

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| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

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| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

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| --- |
| **Constructor Detail** |

**Counter**

public **Counter**()

**Counter**

public **Counter**(java.lang.String prefix)

Create a new counter, initialised to 0.

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Animate the display to count up (or down) to the current target value.

**Overrides:**

act in class greenfoot.Actor

**add**

public void **add**(int score)

Add a new score to the current counter value. This will animate the counter over consecutive frames until it reaches the new value.

**getValue**

public int **getValue**()

Return the current counter value.

**setPrefix**

public void **setPrefix**(java.lang.String prefix)

Sets a text prefix that should be displayed before the counter value (e.g. "Score: ").

**setValue**

public void **setValue**(int newValue)

Set a new counter value. This will not animate the counter.

**Class Ayuda**

java.lang.Object

greenfoot.Actor

**Ayuda**

public class **Ayuda**extends greenfoot.Actor

Es el boton que te permite visualizar la ayuda.

**Version:**

(1.0)

**Author:**

(Xochil Villanueva)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Ayuda**](about:blankAyuda.html#Ayuda())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankAyuda.html#act())()           Revisa si se dio click al objeto. |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**Ayuda**

public **Ayuda**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Revisa si se dio click al objeto.

**Overrides:**

act in class greenfoot.Actor

**Class Enemy**

java.lang.Object

greenfoot.Actor

**Enemy**

public class **Enemy**extends greenfoot.Actor

Esta es la clase que contiene todos los movimientos simples de los enemigos

**Version:**

(2.7)

**Author:**

(Naomi Aguiñaga & Xochil Villanueva)

|  |  |
| --- | --- |
| **Field Summary** | |
| SimpleTimer | [**timer**](about:blankEnemy.html#timer) |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Enemy**](about:blankEnemy.html#Enemy())()           Este es el constructor, aqui se inicializan las direcciones de movimiento para hacer la animacion |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankEnemy.html#act())()           Revisa siempre el movimiento |
| boolean | [**borde**](about:blankEnemy.html#borde(int))(int flag)           Este metodo determina que hacer en caso de llegar al borde o a la barra de infomracion. |
| boolean | [**checkfire**](about:blankEnemy.html#checkfire())()           Este metodo determina si lo toco una bala |
| int | [**movecheck**](about:blankEnemy.html#movecheck(int))(int flag)           Este metodo, manda llamar las posiciones para incrementar de acuerdo a la direccion. |
| void | [**movedown**](about:blankEnemy.html#movedown())()           Cambio de ubicacion, direccion abajo |
| void | [**moveleft**](about:blankEnemy.html#moveleft())()           Cambio de ubicacion, direccion izquierda |
| void | [**moveRandom**](about:blankEnemy.html#moveRandom(int))(int move)           Metodo que se utiliza como decodificador del numero random |
| void | [**moveright**](about:blankEnemy.html#moveright())()           Cambio de ubicacion, direccion derecha |
| void | [**moveup**](about:blankEnemy.html#moveup())()           Cambio de ubicacion, direccion arriba |
| void | [**restauraE**](about:blankEnemy.html#restauraE())()           Aqui se restaura la imagen, para volver a tomar una direccion nueva cuando borde fue verdadero |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

**timer**

public SimpleTimer **timer**

|  |
| --- |
| **Constructor Detail** |

**Enemy**

public **Enemy**()

Este es el constructor, aqui se inicializan las direcciones de movimiento para hacer la animacion

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Revisa siempre el movimiento

**Overrides:**

act in class greenfoot.Actor

**borde**

public boolean **borde**(int flag)

Este metodo determina que hacer en caso de llegar al borde o a la barra de infomracion.

**checkfire**

public boolean **checkfire**()

Este metodo determina si lo toco una bala

**movecheck**

public int **movecheck**(int flag)

Este metodo, manda llamar las posiciones para incrementar de acuerdo a la direccion.

**movedown**

public void **movedown**()

Cambio de ubicacion, direccion abajo

**moveleft**

public void **moveleft**()

Cambio de ubicacion, direccion izquierda

**moveRandom**

public void **moveRandom**(int move)

Metodo que se utiliza como decodificador del numero random

**moveright**

public void **moveright**()

Cambio de ubicacion, direccion derecha

**moveup**

public void **moveup**()

Cambio de ubicacion, direccion arriba

**restauraE**

public void **restauraE**()

Aqui se restaura la imagen, para volver a tomar una direccion nueva cuando borde fue verdadero

**Class A**

java.lang.Object

greenfoot.Actor

Enemy

**A**

public class **A**extends Enemy

Write a description of class A here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Enemy** |
| timer |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**A**](about:blankA.html#A())()           Se inicializan las imagenes y el frame del movimiento |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankA.html#act())()           En el metodo act, se revisa el borde,la bandera de restaura, el frame de animacion y si aun deberia estar vivo el enemigo. |
| void | [**animationdown**](about:blankA.html#animationdown())()           Animacion arriba |
| void | [**animationleft**](about:blankA.html#animationleft())() |
| void | [**animationright**](about:blankA.html#animationright())()           Animacion arriba |
| void | [**animationup**](about:blankA.html#animationup())()           Animacion arriba |
| void | [**checkanimation**](about:blankA.html#checkanimation())()           Este metodo decodifica la direccion, para hacer la animacion respectiva |
| void | [**enemyoff**](about:blankA.html#enemyoff())()           Remueve al enemigo del mundo |
| void | [**restaura**](about:blankA.html#restaura())()           Imagen que restaura el enemigo |

|  |
| --- |
| **Methods inherited from class Enemy** |
| borde, checkfire, movecheck, movedown, moveleft, moveRandom, moveright, moveup, restauraE |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**A**

public **A**()

Se inicializan las imagenes y el frame del movimiento

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

En el metodo act, se revisa el borde,la bandera de restaura, el frame de animacion y si aun deberia estar vivo el enemigo.

**Overrides:**

act in class Enemy

**animationdown**

public void **animationdown**()

Animacion arriba

**animationleft**

public void **animationleft**()

**animationright**

public void **animationright**()

Animacion arriba

**animationup**

public void **animationup**()

Animacion arriba

**checkanimation**

public void **checkanimation**()

Este metodo decodifica la direccion, para hacer la animacion respectiva

**enemyoff**

public void **enemyoff**()

Remueve al enemigo del mundo

**restaura**

public void **restaura**()

Imagen que restaura el enemigo

**Class B**

java.lang.Object

greenfoot.Actor

Enemy

**B**

public class **B**extends Enemy

Write a description of class B here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Enemy** |
| timer |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**B**](about:blankB.html#B())()           Act - do whatever the B wants to do. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankB.html#act())()           Revisa siempre el movimiento |
| void | [**animationdown**](about:blankB.html#animationdown())() |
| void | [**animationleft**](about:blankB.html#animationleft())() |
| void | [**animationright**](about:blankB.html#animationright())() |
| void | [**animationup**](about:blankB.html#animationup())() |
| void | [**checkanimation**](about:blankB.html#checkanimation())() |
| void | [**enemyoff**](about:blankB.html#enemyoff())() |
| void | [**restaura**](about:blankB.html#restaura())() |

|  |
| --- |
| **Methods inherited from class Enemy** |
| borde, checkfire, movecheck, movedown, moveleft, moveRandom, moveright, moveup, restauraE |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**B**

public **B**()

Act - do whatever the B wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

**Description copied from class: Enemy**

Revisa siempre el movimiento

**Overrides:**

act in class Enemy

**animationdown**

public void **animationdown**()

**animationleft**

public void **animationleft**()

**animationright**

public void **animationright**()

**animationup**

public void **animationup**()

**checkanimation**

public void **checkanimation**()

**enemyoff**

public void **enemyoff**()

**restaura**

public void **restaura**()

**Class Enemyfolloxer**

java.lang.Object

greenfoot.Actor

Enemy

**Enemyfolloxer**

public class **Enemyfolloxer**extends Enemy

Esta clase contiene el movimiento de seguir al usuario, la velocidad de reaccion,la posibilidad de cambio de direccion,la interseccion con las balas, y el cambio de lugar cuando choca con el jugador.

**Version:**

(1.8)

**Author:**

(Naomi Aguiñaga)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Enemy** |
| timer |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Enemyfolloxer**](about:blankEnemyfolloxer.html#Enemyfolloxer())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| boolean | [**checkfireCD**](about:blankEnemyfolloxer.html#checkfireCD())()           Revisa si al enemigo C y D fueron tocados por una bala. |
| int | [**follow**](about:blankEnemyfolloxer.html#follow())()           Metodo que determina la direccion que debe llevar para seguir al jugador, asi como su velocidad de reaccion. |
| Player | [**lookingAt**](about:blankEnemyfolloxer.html#lookingAt())()           Metodo encargado de hacer una lista con los objetos tipo player,que estan en un rango de 530. |
| boolean | [**setMove**](about:blankEnemyfolloxer.html#setMove())()           Actualiza las banderas que permiten el movimiento. |
| void | [**setUbicacion**](about:blankEnemyfolloxer.html#setUbicacion())()           Cambia la ubicacion, al chocar con el jugador. |
| void | [**timerDir**](about:blankEnemyfolloxer.html#timerDir())()           Timer, para la velocidad de reaccion de el enemigo. |

|  |
| --- |
| **Methods inherited from class Enemy** |
| act, borde, checkfire, movecheck, movedown, moveleft, moveRandom, moveright, moveup, restauraE |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**Enemyfolloxer**

public **Enemyfolloxer**()

|  |
| --- |
| **Method Detail** |

**checkfireCD**

public boolean **checkfireCD**()

Revisa si al enemigo C y D fueron tocados por una bala.

**follow**

public int **follow**()

Metodo que determina la direccion que debe llevar para seguir al jugador, asi como su velocidad de reaccion.

**lookingAt**

public Player **lookingAt**()

Metodo encargado de hacer una lista con los objetos tipo player,que estan en un rango de 530.

**setMove**

public boolean **setMove**()

Actualiza las banderas que permiten el movimiento.

**setUbicacion**

public void **setUbicacion**()

Cambia la ubicacion, al chocar con el jugador.

**timerDir**

public void **timerDir**()

Timer, para la velocidad de reaccion de el enemigo.

**Class C**

java.lang.Object

greenfoot.Actor

Enemy

Enemyfolloxer

**C**

public class **C**extends Enemyfolloxer

Enemigo clase C

**Version:**

(a version number or a date)

**Author:**

(Naomi Aguiñaga & Xochil Villanueva)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Enemy** |
| timer |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**C**](about:blankC.html#C())()           Se asiganan las imagenes y se inicializan las banderas y contadores |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankC.html#act())()           Se llama el tiempo de reccion, la fucion de seguir y revisar cuando el jugador le quito una vida. |
| void | [**animationdown**](about:blankC.html#animationdown())()           Animacion para abajo |
| void | [**animationleft**](about:blankC.html#animationleft())()           Animacion para la izquierda |
| void | [**animationright**](about:blankC.html#animationright())()           Animacion para la derecha |
| void | [**animationup**](about:blankC.html#animationup())()           Animacion para arriba |
| void | [**checkanimation**](about:blankC.html#checkanimation())()           Revisa la bandera de mmovimiento para asignar animacion |
| void | [**lessLife**](about:blankC.html#lessLife())()           Revisa el contador de los enemigos para que sus vidas llegen a 0 |

|  |
| --- |
| **Methods inherited from class Enemyfolloxer** |
| checkfireCD, follow, lookingAt, setMove, setUbicacion, timerDir |

|  |
| --- |
| **Methods inherited from class Enemy** |
| borde, checkfire, movecheck, movedown, moveleft, moveRandom, moveright, moveup, restauraE |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**C**

public **C**()

Se asiganan las imagenes y se inicializan las banderas y contadores

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Se llama el tiempo de reccion, la fucion de seguir y revisar cuando el jugador le quito una vida.

**Overrides:**

act in class Enemy

**animationdown**

public void **animationdown**()

Animacion para abajo

**animationleft**

public void **animationleft**()

Animacion para la izquierda

**animationright**

public void **animationright**()

Animacion para la derecha

**animationup**

public void **animationup**()

Animacion para arriba

**checkanimation**

public void **checkanimation**()

Revisa la bandera de mmovimiento para asignar animacion

**lessLife**

public void **lessLife**()

Revisa el contador de los enemigos para que sus vidas llegen a 0

**Class D**

java.lang.Object

greenfoot.Actor

Enemy

Enemyfolloxer

**D**

public class **D**extends Enemyfolloxer

Write a description of class C here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Enemy** |
| timer |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**D**](about:blankD.html#D())()           Inicializa imagenes y contadores |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankD.html#act())()           Contador para el tiempo de balas, tiempo de reaccion, revisa balas, cambio de direccion, y resta de vida. |
| void | [**animationdown**](about:blankD.html#animationdown())()           Animacion para abajo |
| void | [**animationleft**](about:blankD.html#animationleft())()           Animacion para la izquierda |
| void | [**animationright**](about:blankD.html#animationright())()           Animacion para la derecha |
| void | [**animationup**](about:blankD.html#animationup())()           Animacion para arriba |
| void | [**bulletD**](about:blankD.html#bulletD())()           Añade su bala |
| void | [**checkanimation**](about:blankD.html#checkanimation())()           Revisa la animacion |
| void | [**lessLife**](about:blankD.html#lessLife())()           Resta la vida de el enemigo |

|  |
| --- |
| **Methods inherited from class Enemyfolloxer** |
| checkfireCD, follow, lookingAt, setMove, setUbicacion, timerDir |

|  |
| --- |
| **Methods inherited from class Enemy** |
| borde, checkfire, movecheck, movedown, moveleft, moveRandom, moveright, moveup, restauraE |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**D**

public **D**()

Inicializa imagenes y contadores

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Contador para el tiempo de balas, tiempo de reaccion, revisa balas, cambio de direccion, y resta de vida.

**Overrides:**

act in class Enemy

**animationdown**

public void **animationdown**()

Animacion para abajo

**animationleft**

public void **animationleft**()

Animacion para la izquierda

**animationright**

public void **animationright**()

Animacion para la derecha

**animationup**

public void **animationup**()

Animacion para arriba

**bulletD**

public void **bulletD**()

Añade su bala

**checkanimation**

public void **checkanimation**()

Revisa la animacion

**lessLife**

public void **lessLife**()

Resta la vida de el enemigo

**Class Items**

java.lang.Object

greenfoot.Actor

**Items**

public class **Items**extends greenfoot.Actor

Esta clase contiene lo relacionado con items, cuando el jugador los toca y la cantidad de puntos de deben sumar

**Version:**

(2.3)

**Author:**

(Naomi Aguiñaga)

|  |  |
| --- | --- |
| **Field Summary** | |
| int | [**puntos**](about:blankItems.html#puntos) |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Items**](about:blankItems.html#Items())()           Actualiza banderas |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankItems.html#act())()           Revisa siempre cuando choca con un jugador |
| void | [**addScorei**](about:blankItems.html#addScorei())()           Suma al contador |
| void | [**checkItems**](about:blankItems.html#checkItems())()           Metodo que revisa si choco, le suma el puntaje y remueve el objeto. |
| void | [**remuveItem**](about:blankItems.html#remuveItem())()           Remueve el objeto |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

**puntos**

public int **puntos**

|  |
| --- |
| **Constructor Detail** |

**Items**

public **Items**()

Actualiza banderas

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Revisa siempre cuando choca con un jugador

**Overrides:**

act in class greenfoot.Actor

**addScorei**

public void **addScorei**()

Suma al contador

**checkItems**

public void **checkItems**()

Metodo que revisa si choco, le suma el puntaje y remueve el objeto.

**remuveItem**

public void **remuveItem**()

Remueve el objeto

**Class Esmalte**

java.lang.Object

greenfoot.Actor

Items

**Esmalte**

public class **Esmalte**extends Items

Esta es la clase que contiene puntos de este objeto.

**Version:**

(1.0)

**Author:**

(Naomi Aguiñaga)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Items** |
| puntos |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Esmalte**](about:blankEsmalte.html#Esmalte())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankEsmalte.html#act())()           act |

|  |
| --- |
| **Methods inherited from class Items** |
| addScorei, checkItems, remuveItem |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**Esmalte**

public **Esmalte**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

act

**Overrides:**

act in class Items

**Class Lip**

java.lang.Object

greenfoot.Actor

Items

**Lip**

public class **Lip**extends Items

Clase para el lio, con su puntaje

**Version:**

(a version number or a date)

**Author:**

(Xochil Villanueva)

|  |
| --- |
| **Field Summary** |

|  |
| --- |
| **Fields inherited from class Items** |
| puntos |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Lip**](about:blankLip.html#Lip())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankLip.html#act())()           act |

|  |
| --- |
| **Methods inherited from class Items** |
| addScorei, checkItems, remuveItem |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**Lip**

public **Lip**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

act

**Overrides:**

act in class Items

**Class Paleta**

java.lang.Object

greenfoot.Actor

Items

**Paleta**

public class **Paleta**extends Items

Clase de paleta con sus puntos

**Version:**

()

**Author:**

(Naomi Aguiñaga)

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| --- |
| **Field Summary** |

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| --- |
| **Fields inherited from class Items** |
| puntos |

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| --- | --- |
| **Constructor Summary** | |
| [**Paleta**](about:blankPaleta.html#Paleta())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankPaleta.html#act())()           Act |

|  |
| --- |
| **Methods inherited from class Items** |
| addScorei, checkItems, remuveItem |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**Paleta**

public **Paleta**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Act

**Overrides:**

act in class Items

**Class Volver**

java.lang.Object

greenfoot.Actor

**Volver**

public class **Volver**extends greenfoot.Actor

Este es la clase para el objeto boton que te hace volver a jugar

**Version:**

(1.0)

**Author:**

(Xochil Villanueva)

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| --- | --- |
| **Constructor Summary** | |
| [**Volver**](about:blankVolver.html#Volver())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankVolver.html#act())()           Act - do whatever the Volver wants to do. |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**Volver**

public **Volver**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Act - do whatever the Volver wants to do. This method is called whenever the 'Act' or 'Run' button gets pressed in the environment.

**Overrides:**

act in class greenfoot.Actor

**Class Player**

java.lang.Object

greenfoot.Actor

**Player**

public class **Player**extends greenfoot.Actor

Clase jugador

**Version:**

(3.4)

**Author:**

(Naomi Aguiñaga & Xochil Villanueva)

|  |  |
| --- | --- |
| **Field Summary** | |
| Counter | [**bullet**](about:blankPlayer.html#bullet) |
| Counter | [**lives**](about:blankPlayer.html#lives) |

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Player**](about:blankPlayer.html#Player(greenfoot.World))(greenfoot.World world) |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankPlayer.html#act())()           Act. revisa el frame, lee el teclado para la direccion, revisa la vida |
| void | [**addScore**](about:blankPlayer.html#addScore(int))(int puntos)           Añade al puntaje los la suma correspondiente |
| void | [**addVidas**](about:blankPlayer.html#addVidas())()           Resta una vida |
| void | [**aniDown**](about:blankPlayer.html#aniDown())()           Animaicon hacia abajo |
| void | [**aniLeft**](about:blankPlayer.html#aniLeft())()           Animacion hacia la izquierda |
| void | [**aniRight**](about:blankPlayer.html#aniRight())()           Animacion hacia la derecha |
| void | [**aniUp**](about:blankPlayer.html#aniUp())()           Animacion hacia arriba |
| void | [**checkVida**](about:blankPlayer.html#checkVida())()           Revisa las vidas del jugador, y cuando detecta el bonus de vida. |
| void | [**fire**](about:blankPlayer.html#fire(int))(int flag)           Dispara respecto a la direccion que llevaba el jugador |
| int | [**getLives**](about:blankPlayer.html#getLives())()           De vuelve las vidas del jugador |
| int | [**leerTeclado**](about:blankPlayer.html#leerTeclado())()           Revisa la tecla que se presiono |
| void | [**movecheck**](about:blankPlayer.html#movecheck(int))(int flagM)           Detecta la direccion del jugador |
| void | [**movedown**](about:blankPlayer.html#movedown())()           Movimiento hacia abajo |
| void | [**moveleft**](about:blankPlayer.html#moveleft())()           Movimiento hacia la izquierda |
| void | [**moveright**](about:blankPlayer.html#moveright())()           Movimiento hacia la derecha |
| void | [**moveup**](about:blankPlayer.html#moveup())()           Movimiento hacia arriba |
| void | [**setVidas**](about:blankPlayer.html#setVidas())()           Cambia la imagen de las vidas. |

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Field Detail** |

**bullet**

public Counter **bullet**

**lives**

public Counter **lives**

|  |
| --- |
| **Constructor Detail** |

**Player**

public **Player**(greenfoot.World world)

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Act. revisa el frame, lee el teclado para la direccion, revisa la vida

**Overrides:**

act in class greenfoot.Actor

**addScore**

public void **addScore**(int puntos)

Añade al puntaje los la suma correspondiente

**addVidas**

public void **addVidas**()

Resta una vida

**aniDown**

public void **aniDown**()

Animaicon hacia abajo

**aniLeft**

public void **aniLeft**()

Animacion hacia la izquierda

**aniRight**

public void **aniRight**()

Animacion hacia la derecha

**aniUp**

public void **aniUp**()

Animacion hacia arriba

**checkVida**

public void **checkVida**()

Revisa las vidas del jugador, y cuando detecta el bonus de vida.

**fire**

public void **fire**(int flag)

Dispara respecto a la direccion que llevaba el jugador

**getLives**

public int **getLives**()

De vuelve las vidas del jugador

**leerTeclado**

public int **leerTeclado**()

Revisa la tecla que se presiono

**movecheck**

public void **movecheck**(int flagM)

Detecta la direccion del jugador

**movedown**

public void **movedown**()

Movimiento hacia abajo

**moveleft**

public void **moveleft**()

Movimiento hacia la izquierda

**moveright**

public void **moveright**()

Movimiento hacia la derecha

**moveup**

public void **moveup**()

Movimiento hacia arriba

**setVidas**

public void **setVidas**()

Cambia la imagen de las vidas.

**Class smartbom**

java.lang.Object

greenfoot.Actor

**smartbom**

public class **smartbom**extends greenfoot.Actor

Clase de smartbom

**Version:**

(1.3)

**Author:**

(Naomi Aguiñaga)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**smartbom**](about:blanksmartbom.html#smartbom())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blanksmartbom.html#act())()           Act Se mueve siempre una posicion, detecta al jugador revisa lac colisiones |
| void | [**collision**](about:blanksmartbom.html#collision())()           Detecta las colisiones con las balas |
| double | [**distance**](about:blanksmartbom.html#distance(greenfoot.Actor))(greenfoot.Actor a)           Entrega la distancia a la que se encuentra el jugador |
| void | [**masCercano**](about:blanksmartbom.html#masCercano())()           Hace una lista con los objetos mas cercanos para seguirlos |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**smartbom**

public **smartbom**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Act Se mueve siempre una posicion, detecta al jugador revisa lac colisiones

**Overrides:**

act in class greenfoot.Actor

**collision**

public void **collision**()

Detecta las colisiones con las balas

**distance**

public double **distance**(greenfoot.Actor a)

Entrega la distancia a la que se encuentra el jugador

**masCercano**

public void **masCercano**()

Hace una lista con los objetos mas cercanos para seguirlos

**Class Vida**

java.lang.Object

greenfoot.Actor

**Vida**

public class **Vida**extends greenfoot.Actor

Clase para la imagen de vida

**Version:**

(1.0)

**Author:**

(Naomi Aguiñaga)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Vida**](about:blankVida.html#Vida())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**setEmpty**](about:blankVida.html#setEmpty())()           Campia la imagen del objeto a vida vacia |
| void | [**setFull**](about:blankVida.html#setFull())()           Campia la imagen del objeto a vida llena |
| void | [**setHalf**](about:blankVida.html#setHalf())()           Campia la imagen del objeto a vida media |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| act, addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**Vida**

public **Vida**()

|  |
| --- |
| **Method Detail** |

**setEmpty**

public void **setEmpty**()

Campia la imagen del objeto a vida vacia

**setFull**

public void **setFull**()

Campia la imagen del objeto a vida llena

**setHalf**

public void **setHalf**()

Campia la imagen del objeto a vida media

**Class Mirror**

java.lang.Object

greenfoot.Actor

**Mirror**

public class **Mirror**extends greenfoot.Actor

Esta es la clase del objeto mirror que te permimte cambiar de nivel

**Version:**

(1.3)

**Author:**

(Naomi Aguiñaga & Xochil Villanueva)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Mirror**](about:blankMirror.html#Mirror())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankMirror.html#act())()           Act -Revisa si toco un jugador |
| void | [**checkPlayer**](about:blankMirror.html#checkPlayer())()           Hace el cambio de mundos, para los niveles |
| void | [**setLevel**](about:blankMirror.html#setLevel(int))(int level)           Bandera de a que nivel va a saltar |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, getWorldOfType, getX, getY, intersects, isAtEdge, isTouching, move, removeTouching, setImage, setImage, setLocation, setRotation, turn, turnTowards |

|  |
| --- |
| **Methods inherited from class java.lang.Object** |
| clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait |

|  |
| --- |
| **Constructor Detail** |

**Mirror**

public **Mirror**()

|  |
| --- |
| **Method Detail** |

**act**

public void **act**()

Act -Revisa si toco un jugador

**Overrides:**

act in class greenfoot.Actor

**checkPlayer**

public void **checkPlayer**()

Hace el cambio de mundos, para los niveles

**setLevel**

public void **setLevel**(int level)

Bandera de a que nivel va a saltar