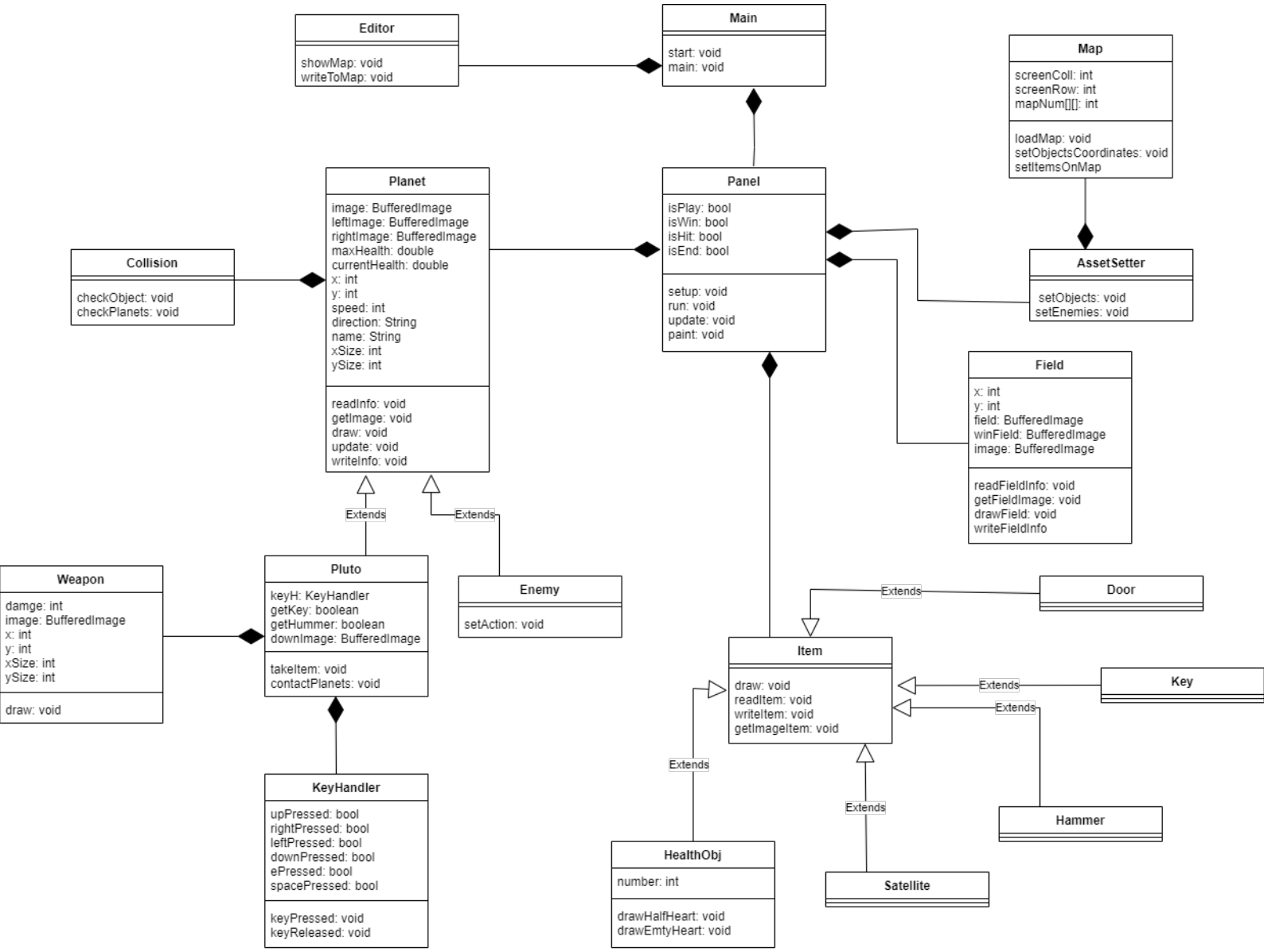
Editor
showMap: void
writeToMap: void
Main
start: void
main: void
Map
screenColl: int
screenRow: int
mapNum[][]: int
loadMap: void
setObjectsCoordinates: void
setItemsOnMap
Planet
image: BufferedImage
leftImage: BufferedImage
rightImage: BufferedImage
maxHealth: double
currentHealth: double
x: int
y: int
speed: int
direction: String
name: String
xSize: int
ySize: int
readInfo: void
getImage: void
draw: void
update: void
writeInfo: void
Panel
isPlay: bool
isWin: bool
isHit: bool
isEnd: bool
setup: void
run: void
update: void
paint: void
Collision
checkObject: void
checkPlanets: void
AssetSetter
setObjects: void
setEnemies: void
Field
x: int
y: int
field: BufferedImage
winField: BufferedImage
image: BufferedImage
readFieldInfo: void
getFieldImage: void
drawField: void
writeFieldInfo
Extends
Extends
Weapon
damge: int
image: BufferedImage
x: int
y: int
xSize: int
ySize: int
draw: void
Pluto
keyH: KeyHandler
getKey: boolean
getHummer: boolean
downImage: BufferedImage
takeItem: void
contactPlanets: void
Enemy
setAction: void
Extends
Door
Item
draw: void
readItem: void
writeItem: void
getImageItem: void
Extends
Key
Extends
Hammer
Extends
Extends
KeyHandler
upPressed: bool
rightPressed: bool
leftPressed: bool
downPressed: bool
ePressed: bool
spacePressed: bool
keyPressed: void
keyReleased: void
HealthObj
number: int
drawHalfHeart: void
drawEmtyHeart: void
Satellite