2D Rogue-Like
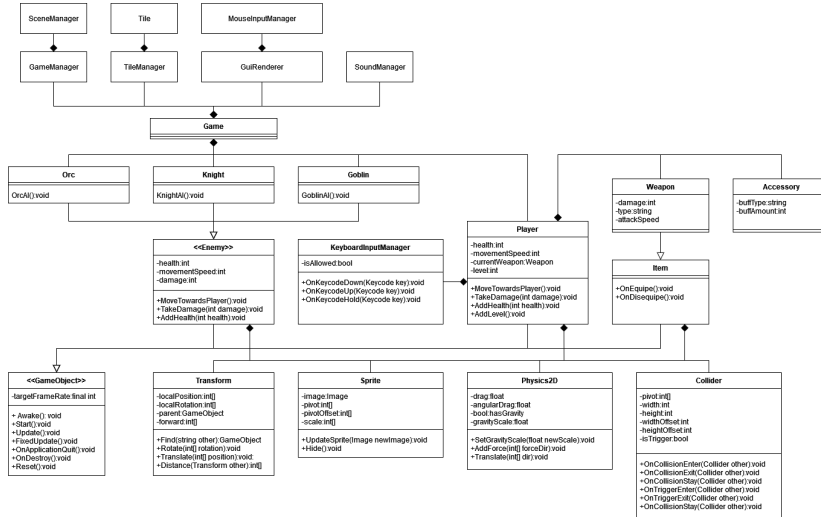
Team Cherry

2022/11/03

Csapattagok

- Orosz Péter
- Dobai Attila
- Drahos Alinka
- Tőzsér Zétény
- Gáncsos Dániel

Osztálydiagram

SceneManager

Tile

MouseInputManager

GameManager

TileManager

GuiRenderer

SoundManager

Game

Orc
OrcAI():void

Knight
KnightAI():void

Goblin
GoblinAI():void

Weapon
-damage:int
-type:string
-attackSpeed

Accessory
-buffType:string
-buffAmount:int

<<Enemy>>
-health:int
-movementSpeed:int
-damage:int

+MoveTowardsPlayer():void
+TakeDamage(int damage):void
+AddHealth(int health):void

KeyboardInputManager
-isAllowed:bool

+OnKeycodeDown(Keycode key):void
+OnKeycodeUp(Keycode key):void
+OnKeycodeHold(Keycode key):void

Player
-health:int
-movementSpeed:int
-currentWeapon:Weapon
-level:int

+MoveTowardsPlayer():void
+TakeDamage(int damage):void
+AddHealth(int health):void
+AddLevel():void

Item
+OnEquipe():void
+OnDisequipe():void

<<GameObject>>
-targetFrameRate:final int

+ Awake():void
+Start():void
+Update():void
+FixedUpdate():void
+OnApplicationQuit():void
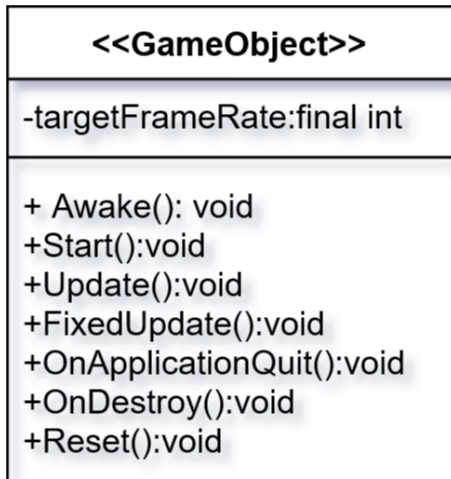+OnDestroy():void
+Reset():void

Transform
-localPosition:int[]
-localRotation:int[]
-parent:GameObject
-forward:int[]

+Find(string other):GameObject
+Rotate(int[] rotation):void
+Translate(int[] position):void
+Distance(Transform other):void

Sprite
-image:Image
-pivot:int[]
-pivotOffset:int[]
-scale:int[]

+UpdateSprite(Image newImage):void
+Hide():void

Physics2D
-drag:float
-angularDrag:float
-bool:hasGravity
-gravityScale:float

+SetGravityScale(float newScale):void
+AddForce(int[] forceDir):void
+Translate(int[] dir):void

Collider
-pivot:int[]
-width:int
-height:int
-widthOffset:int
-heightOffset:int
-isTrigger:bool

+OnCollisionEnter(Collider other):void
+OnCollisionExit(Collider other):void
+OnCollisionStay(Collider other):void
+OnTriggerEnter(Collider other):void
+OnTriggerExit(Collider other):void
+OnCollisionStay(Collider other):void

Osztályok

Transform

-localPosition:int[]
-localRotation:int[]
-parent:GameObject
-forward:int[]

+Find(string other):GameObject
+Rotate(int[] rotation):void
+Translate(int[] position):void:
+Distance(Transform other):int[]

Sprite

-image:Image
-pivot:int[]
-pivotOffset:int[]
-scale:int[]

+UpdateSprite(Image newImage):void
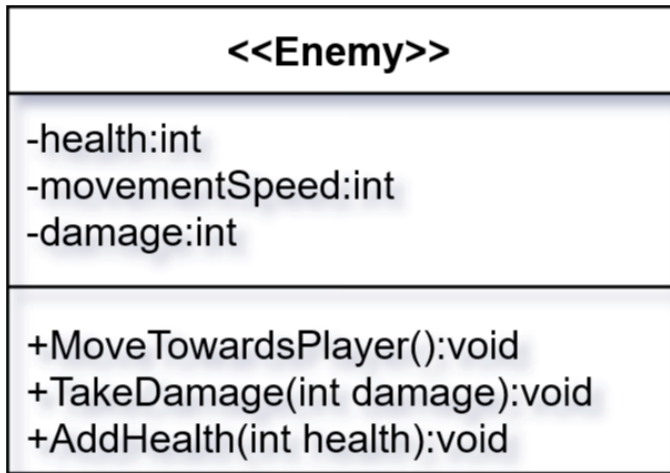+Hide():void

Physics2D

-drag:float
-angularDrag:float
-bool:hasGravity
-gravityScale:float

+SetGravityScale(float newScale):void
+AddForce(int[] forceDir):void
+Translate(int[] dir):void

Collider

-pivot:int[]
-width:int
-height:int
-widthOffset:int
-heightOffset:int
-isTrigger:bool

+OnCollisionEnter(Collider other):void
+OnCollisionExit(Collider other):void
+OnCollisionStay(Collider other):void
+OnTriggerEnter(Collider other):void
+OnTriggerExit(Collider other):void
+OnCollisionStay(Collider other):void

Osztályok

<<GameObject>>
-targetFrameRate:final int
+ Awake(): void +Start():void +Update():void +FixedUpdate():void +OnApplicationQuit():void +OnDestroy():void +Reset():void

Osztályok

```
┌─────────────────────────────────────┐
│             <<Enemy>>                │
├─────────────────────────────────────┤
│ -health:int                         │
│ -movementSpeed:int                  │
│ -damage:int                         │
├─────────────────────────────────────┤
│ +MoveTowardsPlayer():void           │
│ +TakeDamage(int damage):void        │
│ +AddHealth(int health):void         │
└─────────────────────────────────────┘
```

Osztályok

Orc
OrcAI():void

Knight
KnightAI():void

Goblin
GoblinAI():void

Osztályok

Weapon

-damage:int
-type:string
-attackSpeed

Accessory

-buffType:string
-buffAmount:int

Player

-health:int
-movementSpeed:int
-currentWeapon:Weapon
-level:int

+MoveTowardsPlayer():void
+TakeDamage(int damage):void
+AddHealth(int health):void
+AddLevel():void

Item

+OnEquipe():void
+OnDisequipe():void