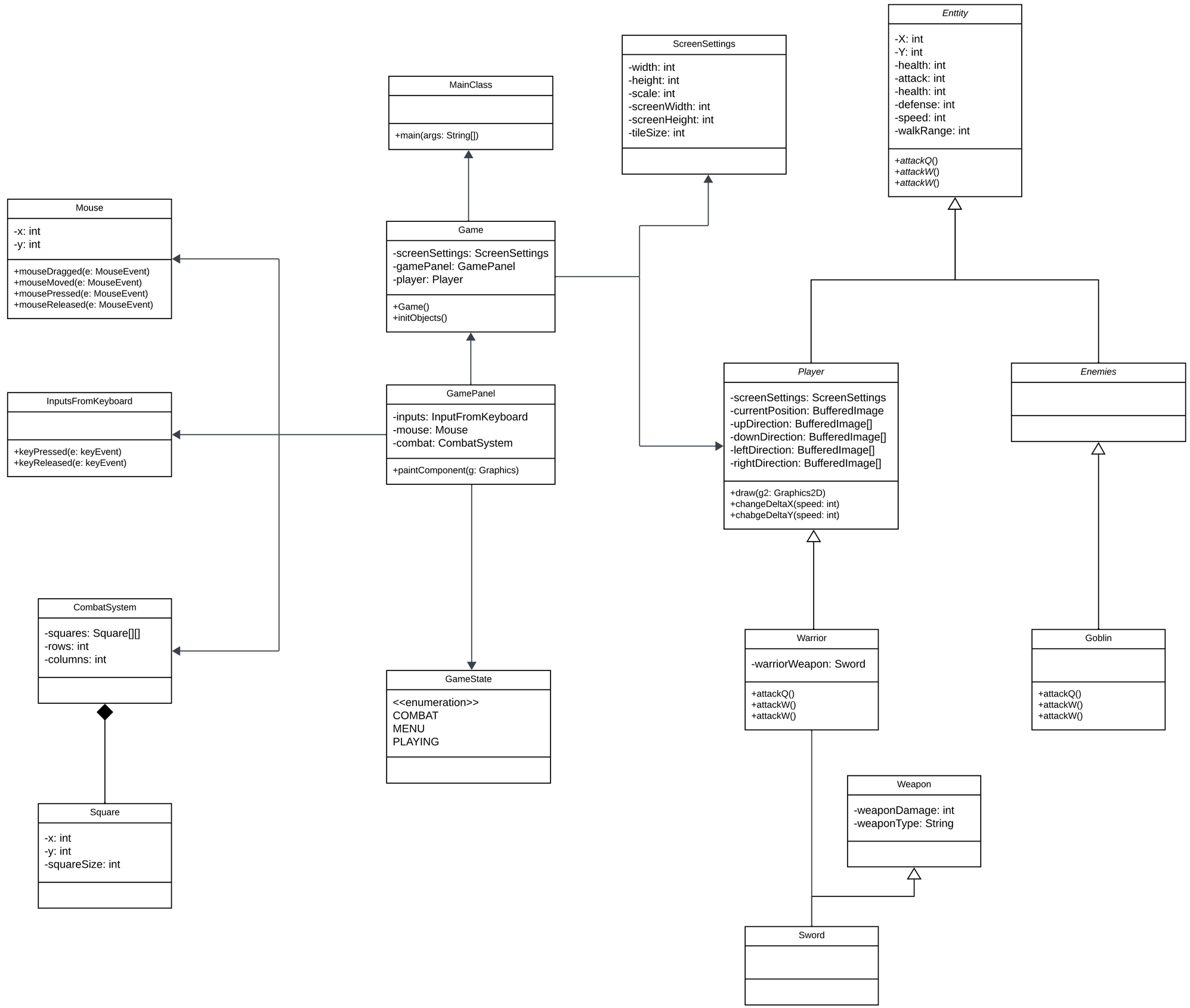
MainClass
+main(args: String[])
ScreenSettings
-width: int
-height: int
-scale: int
-screenWidth: int
-screenHeight: int
-tileSize: int
Enttity
-X: int
-Y: int
-health: int
-attack: int
-health: int
-defense: int
-speed: int
-walkRange: int
+attackQ()
+attackW()
+attackW()
Mouse
-x: int
-y: int
+mouseDragged(e: MouseEvent)
+mouseMoved(e: MouseEvent)
+mousePressed(e: MouseEvent)
+mouseReleased(e: MouseEvent)
Game
-screenSettings: ScreenSettings
-gamePanel: GamePanel
-player: Player
+Game()
+initObjects()
InputsFromKeyboard
+keyPressed(e: keyEvent)
+keyReleased(e: keyEvent)
GamePanel
-inputs: InputFromKeyboard
-mouse: Mouse
-combat: CombatSystem
+paintComponent(g: Graphics)
Player
-screenSettings: ScreenSettings
-currentPosition: BufferedImage
-upDirection: BufferedImage[]
-downDirection: BufferedImage[]
-leftDirection: BufferedImage[]
-rightDirection: BufferedImage[]
+draw(g2: Graphics2D)
+changeDeltaX(speed: int)
+chabgeDeltaY(speed: int)
Enemies
CombatSystem
-squares: Square[][]
-rows: int
-columns: int
GameState
<<enumeration>>
COMBAT
MENU
PLAYING
Warrior
-warriorWeapon: Sword
+attackQ()
+attackW()
+attackW()
Goblin
+attackQ()
+attackW()
+attackW()
Weapon
-weaponDamage: int
-weaponType: String
Square
-x: int
-y: int
-squareSize: int
Sword