Universidad Autónoma de San Luís potosí

Facultad de Ingeniería

**Climb-Mario**

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Ingeniería en Informática

163432

Manual del Programador

Clases:

World

Subclases:

-Nivel01

-Nivel02

-Nive03

-greetings

-gameOver

Actor

Subclases:

-Mario

-Flag

-Bowser

-bowserShot

-goomba

-kingBoo

-Bala

-brick

-doubleBrick

-trippleBrick

-quadraBrick

-lifeCounter

**Class Nivel01**

java.lang.Object

greenfoot.World

**Nivel01**

public class **Nivel01**extends greenfoot.World

Write a description of class Nivel01 here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Nivel01**](about:blankNivel01.html#Nivel01())()           Constructor de Nivel01 de inicio de juego |  |
| [**Nivel01**](about:blankNivel01.html#Nivel01(int))(int lives)           Constructor de Nivel01 en caso de perder una vida |  |

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| **Method Summary** | |
| void | [**act**](about:blankNivel01.html#act())() |
| static int | [**getLives**](about:blankNivel01.html#getLives())()           Método que regresa cuantas vidas tiene Mario |
| void | [**putBala**](about:blankNivel01.html#putBala())()           Con esta función cada 70 ciclos genera una nueva Bala al principio o al final del mundo de manera aleatoria |
| void | [**putBricks**](about:blankNivel01.html#putBricks())()           Coloca todos los ladrillos del juego |
| void | [**putEnemys**](about:blankNivel01.html#putEnemys())()           Coloca a todos los enemigos del nivel |
| void | [**putOthers**](about:blankNivel01.html#putOthers())()           Coloca a mario, el contador de vidas y la bandera |
| static void | [**setLives**](about:blankNivel01.html#setLives(int))(int lives)           Método para modificar las vidas de mario |
| static void | [**stopSong**](about:blankNivel01.html#stopSong())()           Método para detener la música en caso de morir o pasar un nivel |

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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 |

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

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

**Nivel01**

public **Nivel01**()

Constructor de Nivel01 de inicio de juego

**Nivel01**

public **Nivel01**(int lives)

Constructor de Nivel01 en caso de perder una vida

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

**act**

public void **act**()

**Overrides:**

act in class greenfoot.World

**getLives**

public static int **getLives**()

Método que regresa cuantas vidas tiene Mario

**putBala**

public void **putBala**()

Con esta función cada 70 ciclos genera una nueva Bala al principio o al final del mundo de manera aleatoria

**putBricks**

public void **putBricks**()

Coloca todos los ladrillos del juego

**putEnemys**

public void **putEnemys**()

Coloca a todos los enemigos del nivel

**putOthers**

public void **putOthers**()

Coloca a mario, el contador de vidas y la bandera

**setLives**

public static void **setLives**(int lives)

Método para modificar las vidas de mario

**stopSong**

public static void **stopSong**()

Método para detener la música en caso de morir o pasar un nivel

**Class gameOver**

java.lang.Object

greenfoot.World

**gameOver**

public class **gameOver**extends greenfoot.World

Write a description of class gameOver here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**gameOver**](about:blankgameOver.html#gameOver())()           Constructor de gameOver |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankgameOver.html#act())()           En el Método "Act" espera a que se presione Enter para salir de la pantalla de game Over |
| greenfoot.GreenfootSound | [**getSong**](about:blankgameOver.html#getSong())()           Con este método se regresa la canción que se toca en esta pantalla |

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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 |

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

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

**gameOver**

public **gameOver**()

Constructor de gameOver

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

**act**

public void **act**()

En el Método "Act" espera a que se presione Enter para salir de la pantalla de game Over

**Overrides:**

act in class greenfoot.World

**getSong**

public greenfoot.GreenfootSound **getSong**()

Con este método se regresa la canción que se toca en esta pantalla

**Class Nivel02**

java.lang.Object

greenfoot.World

**Nivel02**

public class **Nivel02**extends greenfoot.World

Write a description of class Nivel02 here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Nivel02**](about:blankNivel02.html#Nivel02(int))(int lives)           Constructor de Nivel02, recibe como parámetro las vidas de Mario. |  |

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| **Method Summary** | |
| void | [**act**](about:blankNivel02.html#act())() |
| static int | [**getLives**](about:blankNivel02.html#getLives())()           Método que regresa cuantas vidas tiene Mario |
| void | [**putBala**](about:blankNivel02.html#putBala())()           Con esta función cada 70 ciclos genera una nueva Bala al principio o al final del mundo de manera aleatoria |
| void | [**putBricks**](about:blankNivel02.html#putBricks())()           Coloca todos los ladrillos del juego |
| void | [**putEnemys**](about:blankNivel02.html#putEnemys())()           Coloca a todos los enemigos del nivel |
| void | [**putOthers**](about:blankNivel02.html#putOthers())()           Coloca a mario, el contador de vidas y la bandera |
| static void | [**setLives**](about:blankNivel02.html#setLives(int))(int lives)           Método para modificar las vidas de mario |
| static void | [**stopSong**](about:blankNivel02.html#stopSong())()           Método para detener la música en caso de morir o pasar un nivel |

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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 |

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

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

**Nivel02**

public **Nivel02**(int lives)

Constructor de Nivel02, recibe como parámetro las vidas de Mario.

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| **Method Detail** |

**act**

public void **act**()

**Overrides:**

act in class greenfoot.World

**getLives**

public static int **getLives**()

Método que regresa cuantas vidas tiene Mario

**putBala**

public void **putBala**()

Con esta función cada 70 ciclos genera una nueva Bala al principio o al final del mundo de manera aleatoria

**putBricks**

public void **putBricks**()

Coloca todos los ladrillos del juego

**putEnemys**

public void **putEnemys**()

Coloca a todos los enemigos del nivel

**putOthers**

public void **putOthers**()

Coloca a mario, el contador de vidas y la bandera

**setLives**

public static void **setLives**(int lives)

Método para modificar las vidas de mario

**stopSong**

public static void **stopSong**()

Método para detener la música en caso de morir o pasar un nivel

**Class Nivel03**

java.lang.Object

greenfoot.World

**Nivel03**

public class **Nivel03**extends greenfoot.World

Write a description of class Nivel03 here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Nivel03**](about:blankNivel03.html#Nivel03(int))(int lives)           Constructor de Nivel03, recibe como parámetro las vidas de Mario. |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankNivel03.html#act())() |
| static int | [**getLives**](about:blankNivel03.html#getLives())()           Método que regresa cuantas vidas tiene Mario |
| void | [**putBricks**](about:blankNivel03.html#putBricks())()           Coloca todos los ladrillos del juego |
| void | [**putEnemys**](about:blankNivel03.html#putEnemys())()           Coloca a todos los enemigos del nivel |
| void | [**putOthers**](about:blankNivel03.html#putOthers())()           Coloca a mario, el contador de vidas y la bandera |
| static void | [**setLives**](about:blankNivel03.html#setLives(int))(int lives)           Método para modificar las vidas de mario |
| static void | [**stopSong**](about:blankNivel03.html#stopSong())()           Método para detener la música en caso de morir o pasar un nivel |

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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 |

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

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

**Nivel03**

public **Nivel03**(int lives)

Constructor de Nivel03, recibe como parámetro las vidas de Mario.

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| **Method Detail** |

**act**

public void **act**()

**Overrides:**

act in class greenfoot.World

**getLives**

public static int **getLives**()

Método que regresa cuantas vidas tiene Mario

**putBricks**

public void **putBricks**()

Coloca todos los ladrillos del juego

**putEnemys**

public void **putEnemys**()

Coloca a todos los enemigos del nivel

**putOthers**

public void **putOthers**()

Coloca a mario, el contador de vidas y la bandera

**setLives**

public static void **setLives**(int lives)

Método para modificar las vidas de mario

**stopSong**

public static void **stopSong**()

Método para detener la música en caso de morir o pasar un nivel

**Class greetings**

java.lang.Object

greenfoot.World

**greetings**

public class **greetings**extends greenfoot.World

Write a description of class greetings here.

**Version:**

(a version number or a date)

**Author:**

(your name)

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

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| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankgreetings.html#act())()           En el Método "Act" espera a que se presione Enter para salir de la pantalla de "Greetings" |
| greenfoot.GreenfootSound | [**getSong**](about:blankgreetings.html#getSong())()           Con este método se regresa la canción que se toca en esta pantalla |

|  |
| --- |
| **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 |

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

**greetings**

public **greetings**()

Constructor for objects of class greetings.

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

**act**

public void **act**()

En el Método "Act" espera a que se presione Enter para salir de la pantalla de "Greetings"

**Overrides:**

act in class greenfoot.World

**getSong**

public greenfoot.GreenfootSound **getSong**()

Con este método se regresa la canción que se toca en esta pantalla

**Class LifeCounter**

java.lang.Object

greenfoot.Actor

**LifeCounter**

public class **LifeCounter**extends greenfoot.Actor

Write a description of class LifeCounter here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**LifeCounter**](about:blankLifeCounter.html#LifeCounter())()           Constructor de la clase LifeCounter en la cual dibujamos la cara y el número de vidas restantes |  |

|  |  |
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| **Method Summary** | |
| void | [**act**](about:blankLifeCounter.html#act())()           En el método "Act" revisamos en que mundo estamos y actualizamos las vidas restantes |

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**LifeCounter**

public **LifeCounter**()

Constructor de la clase LifeCounter en la cual dibujamos la cara y el número de vidas restantes

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

**act**

public void **act**()

En el método "Act" revisamos en que mundo estamos y actualizamos las vidas restantes

**Overrides:**

act in class greenfoot.Actor

**Class Flag**

java.lang.Object

greenfoot.Actor

**Flag**

public class **Flag**extends greenfoot.Actor

Write a description of class Flag here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Flag**](about:blankFlag.html#Flag())()           Constructor de la clase Flagg, se inicaliza la clase Mario en null |  |

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| **Method Summary** | |
| void | [**act**](about:blankFlag.html#act())()           En el método "Act" inicializamos la posición de mario y validamos si Mario toca la Bandera. |
| void | [**marioGetsFlag**](about:blankFlag.html#marioGetsFlag())()           En este método se revisa en que mundo estamos para parar la música, se pone la canción de transición de nivel y dependiendo el nivel en el que estemos se avanza al siguiente. |

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**Flag**

public **Flag**()

Constructor de la clase Flagg, se inicaliza la clase Mario en null

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

**act**

public void **act**()

En el método "Act" inicializamos la posición de mario y validamos si Mario toca la Bandera.

**Overrides:**

act in class greenfoot.Actor

**marioGetsFlag**

public void **marioGetsFlag**()

En este método se revisa en que mundo estamos para parar la música, se pone la canción de transición de nivel y dependiendo el nivel en el que estemos se avanza al siguiente.

**Class quadraBrick**

java.lang.Object

greenfoot.Actor

**quadraBrick**

public class **quadraBrick**extends greenfoot.Actor

Write a description of class Brick here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**quadraBrick**](about:blankquadraBrick.html#quadraBrick(int, int, int))(int brickType, int movementWay, int steps)           Constructor de la clase quadraBrick, recibe como parámetro si es fijo o está en movimiento, hacia dónde se empieza a mover y cuantos pasos se debe mover |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankquadraBrick.html#act())()           En el metodo "Act" movemos el ladrillo en caso que sea de tipo de movimiento |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**quadraBrick**

public **quadraBrick**(int brickType,

int movementWay,

int steps)

Constructor de la clase quadraBrick, recibe como parámetro si es fijo o está en movimiento, hacia dónde se empieza a mover y cuantos pasos se debe mover

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

**act**

public void **act**()

En el metodo "Act" movemos el ladrillo en caso que sea de tipo de movimiento

**Overrides:**

act in class greenfoot.Actor

**Class trippleBrick**

java.lang.Object

greenfoot.Actor

**trippleBrick**

public class **trippleBrick**extends greenfoot.Actor

Write a description of class trippleBrick here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**trippleBrick**](about:blanktrippleBrick.html#trippleBrick(int, int, int))(int brickType, int movementWay, int steps)           Constructor de la clase trippleBrick, recibe como parámetro si es fijo o está en movimiento, hacia dónde se empieza a mover y cuantos pasos se debe mover |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blanktrippleBrick.html#act())()           En el metodo "Act" movemos el ladrillo en caso que sea de tipo de movimiento |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**trippleBrick**

public **trippleBrick**(int brickType,

int movementWay,

int steps)

Constructor de la clase trippleBrick, recibe como parámetro si es fijo o está en movimiento, hacia dónde se empieza a mover y cuantos pasos se debe mover

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

**act**

public void **act**()

En el metodo "Act" movemos el ladrillo en caso que sea de tipo de movimiento

**Overrides:**

act in class greenfoot.Actor

**Class Brick**

java.lang.Object

greenfoot.Actor

**Brick**

public class **Brick**extends greenfoot.Actor

Write a description of class Brick here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**Brick**](about:blankBrick.html#Brick(int, int, int))(int brickType, int movementWay, int steps)           Constructor de la clase Brick, recibe como parámetro si es fijo o está en movimiento, hacia dónde se empieza a mover y cuantos pasos se debe mover |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankBrick.html#act())()           En el metodo "Act" movemos el ladrillo en caso que sea de tipo de movimiento |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**Brick**

public **Brick**(int brickType,

int movementWay,

int steps)

Constructor de la clase Brick, recibe como parámetro si es fijo o está en movimiento, hacia dónde se empieza a mover y cuantos pasos se debe mover

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

**act**

public void **act**()

En el metodo "Act" movemos el ladrillo en caso que sea de tipo de movimiento

**Overrides:**

act in class greenfoot.Actor

**Class doubleBrick**

java.lang.Object

greenfoot.Actor

**doubleBrick**

public class **doubleBrick**extends greenfoot.Actor

Write a description of class Brick here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**doubleBrick**](about:blankdoubleBrick.html#doubleBrick(int, int, int))(int brickType, int movementWay, int steps)           Constructor de la clase doubleBrick, recibe como parámetro si es fijo o está en movimiento, hacia dónde se empieza a mover y cuantos pasos se debe mover |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankdoubleBrick.html#act())()           En el metodo "Act" movemos el ladrillo en caso que sea de tipo de movimiento |

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**doubleBrick**

public **doubleBrick**(int brickType,

int movementWay,

int steps)

Constructor de la clase doubleBrick, recibe como parámetro si es fijo o está en movimiento, hacia dónde se empieza a mover y cuantos pasos se debe mover

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

**act**

public void **act**()

En el metodo "Act" movemos el ladrillo en caso que sea de tipo de movimiento

**Overrides:**

act in class greenfoot.Actor

**Class Mario**

java.lang.Object

greenfoot.Actor

**Mario**

public class **Mario**extends greenfoot.Actor

Write a description of class Mario here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
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| **Constructor Summary** | |
| [**Mario**](about:blankMario.html#Mario(int))(int piso) |  |

|  |  |
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| **Method Summary** | |
| void | [**act**](about:blankMario.html#act())() |
| int | [**getMarioDir**](about:blankMario.html#getMarioDir())() |

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**Mario**

public **Mario**(int piso)

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

**act**

public void **act**()

**Overrides:**

act in class greenfoot.Actor

**getMarioDir**

public int **getMarioDir**()

**Class Bowser**

java.lang.Object

greenfoot.Actor

**Bowser**

public class **Bowser**extends greenfoot.Actor

Write a description of class Bowser here.

**Version:**

(a version number or a date)

**Author:**

(your name)

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| **Constructor Summary** | |
| [**Bowser**](about:blankBowser.html#Bowser())() |  |

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

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**Bowser**

public **Bowser**()

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

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**bowserHitsMario**

public void **bowserHitsMario**()

**Class Bala**

java.lang.Object

greenfoot.Actor

**Bala**

public class **Bala**extends greenfoot.Actor

Write a description of class Bala here.

**Version:**

(a version number or a date)

**Author:**

(your name)

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| --- | --- |
| **Constructor Summary** | |
| [**Bala**](about:blankBala.html#Bala(int))(int dir) |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankBala.html#act())()           Act - do whatever the Bala wants to do. |
| void | [**balaHitsMario**](about:blankBala.html#balaHitsMario())() |
| void | [**move**](about:blankBala.html#move())() |

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**Bala**

public **Bala**(int dir)

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

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**balaHitsMario**

public void **balaHitsMario**()

**move**

public void **move**()

**Class bowserShot**

java.lang.Object

greenfoot.Actor

**bowserShot**

public class **bowserShot**extends greenfoot.Actor

Write a description of class bowserShot here.

**Version:**

(a version number or a date)

**Author:**

(your name)

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| **Constructor Summary** | |
| [**bowserShot**](about:blankbowserShot.html#bowserShot())() |  |

|  |  |
| --- | --- |
| **Method Summary** | |
| void | [**act**](about:blankbowserShot.html#act())()           Act - do whatever the bowserShot wants to do. |
| void | [**fireHitsMario**](about:blankbowserShot.html#fireHitsMario())() |
| void | [**move**](about:blankbowserShot.html#move())() |

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**bowserShot**

public **bowserShot**()

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

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**fireHitsMario**

public void **fireHitsMario**()

**move**

public void **move**()

**Class Goomba**

java.lang.Object

greenfoot.Actor

**Goomba**

public class **Goomba**extends greenfoot.Actor

Write a description of class Goomba here.

**Version:**

(a version number or a date)

**Author:**

(your name)

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| --- | --- |
| **Constructor Summary** | |
| [**Goomba**](about:blankGoomba.html#Goomba(int))(int direccion) |  |

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

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| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**Goomba**

public **Goomba**(int direccion)

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

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**goombaHitsMario**

public void **goombaHitsMario**()

**Class KingBoo**

java.lang.Object

greenfoot.Actor

**KingBoo**

public class **KingBoo**extends greenfoot.Actor

Write a description of class KingBoo here.

**Version:**

(a version number or a date)

**Author:**

(your name)

|  |  |
| --- | --- |
| **Constructor Summary** | |
| [**KingBoo**](about:blankKingBoo.html#KingBoo())() |  |

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

|  |
| --- |
| **Methods inherited from class greenfoot.Actor** |
| addedToWorld, getImage, getIntersectingObjects, getNeighbours, getObjectsAtOffset, getObjectsInRange, getOneIntersectingObject, getOneObjectAtOffset, getRotation, getWorld, 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** |

**KingBoo**

public **KingBoo**()

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

**act**

public void **act**()

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

**Overrides:**

act in class greenfoot.Actor

**chaseMario**

public void **chaseMario**()