Running Game:

Model.

«interface» Running Game Item Running Game Manager moving speed : int RandomItem - Screen Width: int - x Goordinate: int Screen Height int y Courdinate : int M Checkallision (runner: Rect, random Item: Rect): boolean. bmpsizeMap: Map < String, List < Integer >>. - bmpsize list: List< Integer). N Running General Item (Noordinate: int, y Coordinate: int, hoving speed: int, bry Street int: List (Integer) ~ getReat(): void. - moving speed: int - runner factory : Runner Factory ~ outof Sacen (); wid. t get BmpSizeList(): List < Integer). tandom Item Factory: Random Item Factory t get Moving Speed (): Int ~ got X Goordinate 1): int. t get X Coordinate (): int. - ground Factory : Ground Factory . ~ got T Coordinate (): int. t set X Coordinate (): wind - runner : Kunner t get Y hoodinate 1): Int ~ update () : wid. - ground : Ground ~ set T Coordinate 11: wid ~ getBmpSizeList (): List (Integer). - timer Coins: int ~ get Chrrent Position (): int. timer Spike: int. - timer Random Spiker: int. Runner - ground Height: int - Screen Height: int - Throning Presenter: Ruming Presenter uspeed : int - random Items : List < Random Item> ground Height: int rect Factory: Rect Factory + Running Game Manager (Sacen Width: int, Socien Height: int, - Currentfortion: int *Runner (Xavrolinate: int, Yloordinate: int, moving speed: int, brop Size Map: Map < String, List < Integer >>) screen width: int brop Size List : List (Integer), gramed Height: int, Screen Height: int) rect Factory: Rect Factory TSet Running Presenter (Trunning Presenter: Running Presenter): void s update () wid. u Coin (xCoordinate : int , y Coordinate : int , moving Speed : int n ontonch (): wid bump Size List (Integer) , streen Width: int t get Runner (): Runner ~ get Rect () Rect ScheenHeight: int, ground Height: int). + get Gwund (): Ground. t get (wrond Position (): int. t get Random I tems (): List < Random I tem > + update (): void. Runner Factory t check Collision (money : Rect , win : Rect) : boolean. No CreateRunner (X Goverdinate: int, y boundinate: int, moving speed: int, - updateItems(): wid + get Rect () : Rect bmp Size List : List (Integer), ground Height: int, Screen Height: int): runner - Collide Action Irandom Item : Random Item): wid. + out of sween (): boolean t update 11: wid. Ground Spike. update Timer (): wid. - New Y Coordinate: int - red Factory · Red Factory - random Genevate Items () : wid. ~ Ground (Xavrolinate: int, y Coordinate: int, moving speed: int, - remove Random Items (): wid. Spike (Xaurdinate: int, ylourdinate: int, moving speed: int, bmpSizeLut: List (Integer), Screen Height: int) bimp Size List (Integer), Screen Height: int, grand Height: int). - random Evenerate Spilas (): wid get Now Y Coordinate (): int - make Spiker (): wid. + update (): wid. random Generate Loins (): word. t Check Collision (tunner , Rect , Spiker : Rect) : boolean . Ground Factory + get Reat () : Reat - Make Coins (ox Coordinate : int , y Coordinate : int) : world ~ Creat Framd (Xavrdinate: int, y Coordinate: int, moving speed: int, + Outof Screen (): boolenn + on Touch () : wid bimp Size List (Integer), Screen Height : int) : Ground. t get Courrent Position (): int Root Factory ~ Create Rect (left: int, top: int, right: int, bottom: int): Rect