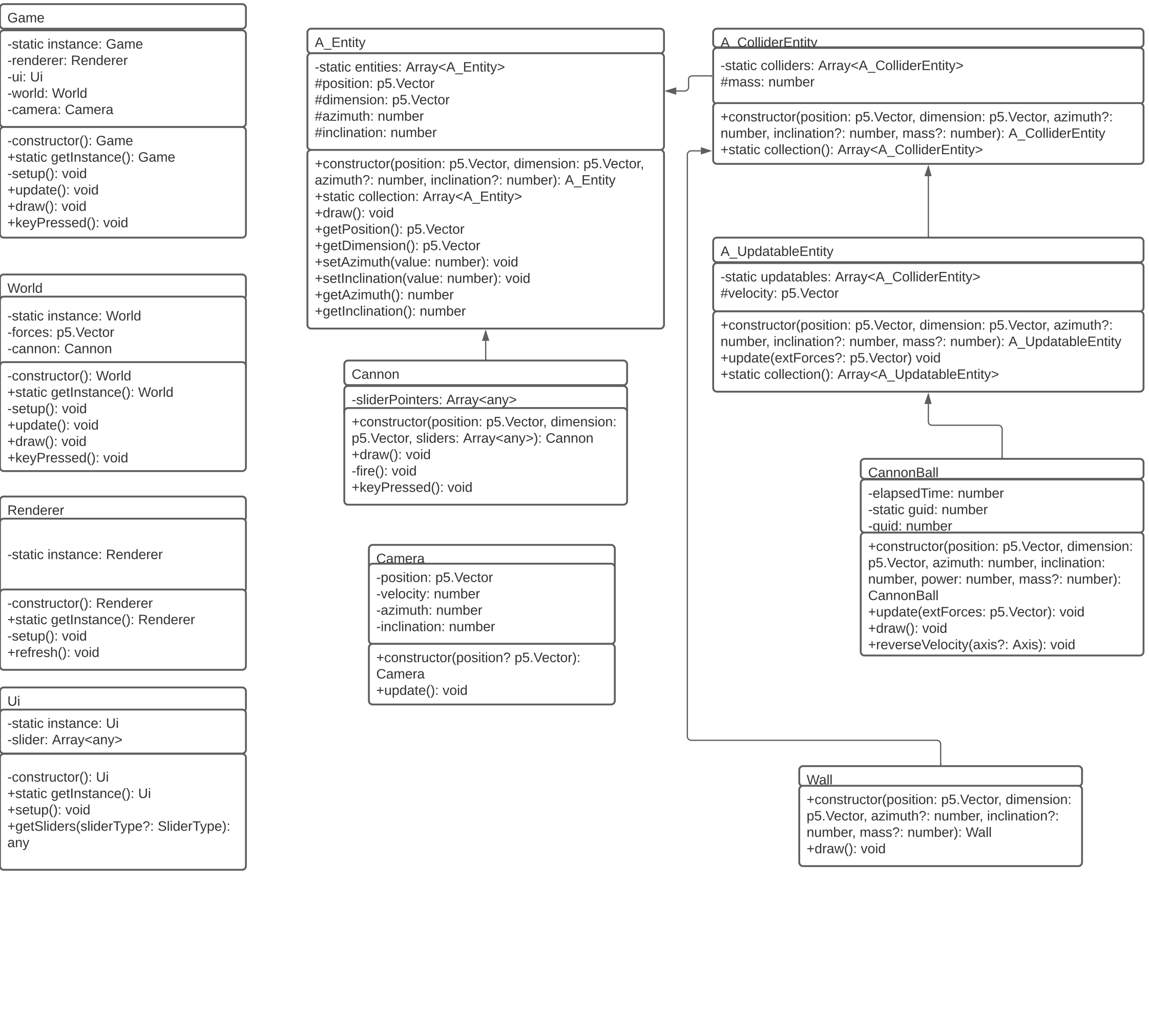
Game
-static instance: Game
-renderer: Renderer
-ui: Ui
-world: World
-camera: Camera
-constructor(): Game
+static getInstance(): Game
-setup(): void
+update(): void
+draw(): void
+keyPressed(): void
World
-static instance: World
-forces: p5.Vector
-cannon: Cannon
-constructor(): World
+static getInstance(): World
-setup(): void
+update(): void
+draw(): void
+keyPressed(): void
Renderer
-static instance: Renderer
-constructor(): Renderer
+static getInstance(): Renderer
-setup(): void
+refresh(): void
Ui
-static instance: Ui
-slider: Array<any>
-constructor(): Ui
+static getInstance(): Ui
+setup(): void
+getSliders(sliderType?: SliderType): any
A_Entity
-static entities: Array<A_Entity>
#position: p5.Vector
#dimension: p5.Vector
#azimuth: number
#inclination: number
+constructor(position: p5.Vector, dimension: p5.Vector, azimuth?: number, inclination?: number): A_Entity
+static collection: Array<A_Entity>
+draw(): void
+getPosition(): p5.Vector
+getDimension(): p5.Vector
+setAzimuth(value: number): void
+setInclination(value: number): void
+getAzimuth(): number
+getInclination(): number
Cannon
-sliderPointers: Array<any>
+constructor(position: p5.Vector, dimension: p5.Vector, sliders: Array<any>): Cannon
+draw(): void
-fire(): void
+keyPressed(): void
Camera
-position: p5.Vector
-velocity: number
-azimuth: number
-inclination: number
+constructor(position? p5.Vector): Camera
+update(): void
A_ColliderEntity
-static colliders: Array<A_ColliderEntity>
#mass: number
+constructor(position: p5.Vector, dimension: p5.Vector, azimuth?: number, inclination?: number, mass?: number): A_ColliderEntity
+static collection(): Array<A_ColliderEntity>
A_UpdatableEntity
-static updatables: Array<A_ColliderEntity>
#velocity: p5.Vector
+constructor(position: p5.Vector, dimension: p5.Vector, azimuth?: number, inclination?: number, mass?: number): A_UpdatableEntity
+update(extForces?: p5.Vector) void
+static collection(): Array<A_UpdatableEntity>
CannonBall
-elapsedTime: number
-static guid: number
-guid: number
+constructor(position: p5.Vector, dimension: p5.Vector, azimuth: number, inclination: number, power: number, mass?: number): CannonBall
+update(extForces: p5.Vector): void
+draw(): void
+reverseVelocity(axis?: Axis): void
Wall
+constructor(position: p5.Vector, dimension: p5.Vector, azimuth?: number, inclination?: number, mass?: number): Wall
+draw(): void