A1Prj UML Diagram

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Form
(com.codename1.ui)

Game
- gw : GameWorld

- play():void

depends on

Starter
- current:Form
- theme:Resources

- init():void
- start():void
- stop():void
- destroy():void

new

GameWorld
- INIT_LIVES : init
- SCORE_A : int
- SCORE_NPS : int
- playerScore : int
- playerLives : int
- clock : int
- store : Vector <GameObject>
- gw : GameWorld

- GameWorld()
+ getInstance(): GameWorld
+ init() : void
+ addNewAsteroid():void
+ addSpaceStation():void
+ addPlayerShip():void
+ addNonPlayerShip():void
+ map():void
+ fireMissile():void
+ launchMissile():void
+ displayStats():void
+ turnPSMissileLauncherRight():void
- killPS() : void
- gameOver() : void
+ reloadMissiles() : void
+ killAsteroidMissile() : void
+ killMissileNPS() : void
+ kill_NPS_Missile_NPS() : void
+ killAsteroidPS() : void
+ kill_NPS_PS() : void
+ killAsteroidAsteroid() : void
+ killAsteroidNPS() : void

<<interface>>
IMove

+ move():void

<<interface>>
IGameObject

+ INIT_M_PS : int
+ INIT_M_NPS : int
+ INIT_SPEED_PS : int
+ INIT_DIR_PS : int
+ SPEED_MIS_PS : int
+ SPEED_MIS_NPS : int
+ MAX_A_SIZE : int
+ MIN_A_SIZE : int
+ MAX_SPEED : int
+ MAX_DIR : int
+ MAX_RATE : int
+ NPS_SMALL : int
+ NPS_BIG : int
+ MAX_X : double
+ MAX_Y : double
+ CENTER_X : double
+ CENTER_Y : double

Asteroid
- size : int

+ Asteroid()
+ toString() : String

Missile
- fuelLevel : int
- owner : Ship

+ Missile(Ship)
+ getOwner() : Ship
+ toString():String

NonPlayerShip
- missileLauncher:MissileLauncher
- size:int

+ NonPlayerShip()
+ toString():String

MissileLauncher

+ MissileLauncher()

<<Abstract>>
MoveableGameObject
- speed : int
- direction : int

+ MoveableGameObject(double, double, int, int, int):void
+ setSpeed(int):void
+ setDirection(int):void
+ getSpeed():int
+ getDirection():int

<<Abstract>>
Ship
- missileCount : int

+ Ship()
+ getMissiles() : int
+ setMissileCount(int) : void
+ decrementMissileCount() : void
+ toString : String

PlayerShip
- steerableMissileLauncher: SteerableMissileLauncher

- PlayerShip()
+ getInstance() : PlayerShip
+ isMissing() : boolean
+ resetPlayerShip() : void
+ deleteShip() : void
+ reloadMissile():void
+ getLauncherDirection() : int
+ turnLauncherRight() : void
+ toString() : String

SteerableMissileLauncher

+ SteerableMissileLauncher()
+ turnLeft():void
+ turnRight():void

<<Abstract>>
FixedGameObject
- id : int

+ FixedGameObject()
+ getID() : int
+ toString : String

SpaceStation
- blinkRate:int

+ SpaceStation()
+ toString():void

<<interface>>
ISteerable

+turnLeft():void
+turnRight():void

Point2D
(com.codename1.ui.geom)

ColorUtil
(com.codename1.charts.util)

Random
(java.util.Random)

Math
(java.lang.Math)

<<Abstract>>
GameObject
- location:Point2D
- color:int
R : Random

+ GameObject() : void
+ getLocation() : Point2D
+ getLocationText() : String
+ setLocation(double, double) : void
+ getColor() : int
+ getColorRGB() : String
+ setColor(int) : void
+ toString() : String