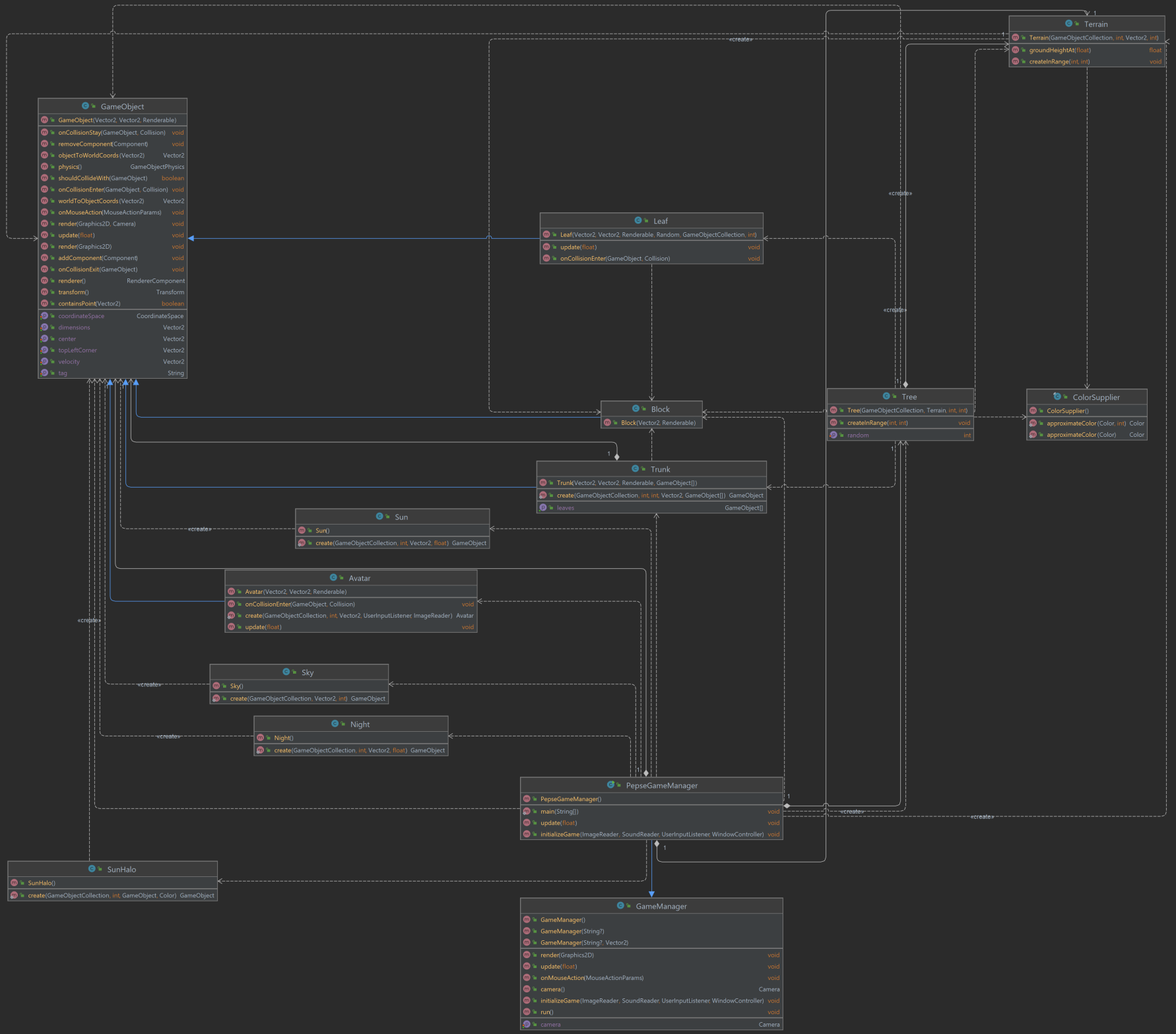
Terrain
Terrain(GameObjectCollection, int, Vector2, int)
groundHeightAt(float) float
createInRange(int, int) void
GameObject
GameObject(Vector2, Vector2, Renderable)
onCollisionStay(GameObject, Collision) void
removeComponent(Component) void
objectToWorldCoords(Vector2) Vector2
physics() GameObjectPhysics
shouldCollideWith(GameObject) boolean
onCollisionEnter(GameObject, Collision) void
worldToObjectCoords(Vector2) Vector2
onMouseAction(MouseActionParams) void
render(Graphics2D, Camera) void
update(float) void
render(Graphics2D) void
addComponent(Component) void
onCollisionExit(GameObject) void
renderer() RendererComponent
transform() Transform
containsPoint(Vector2) boolean
coordinateSpace CoordinateSpace
dimensions Vector2
center Vector2
topLeftCorner Vector2
velocity Vector2
tag String
Leaf
Leaf(Vector2, Vector2, Renderable, Random, GameObjectCollection, int)
update(float) void
onCollisionEnter(GameObject, Collision) void
Block
Block(Vector2, Renderable)
Tree
Tree(GameObjectCollection, Terrain, int, int)
createInRange(int, int) void
random int
ColorSupplier
ColorSupplier()
approximateColor(Color, int) Color
approximateColor(Color) Color
Trunk
Trunk(Vector2, Vector2, Renderable, GameObject[])
create(GameObjectCollection, int, int, Vector2, GameObject[]) GameObject
leaves GameObject[]
Sun
Sun()
create(GameObjectCollection, int, Vector2, float) GameObject
Avatar
Avatar(Vector2, Vector2, Renderable)
onCollisionEnter(GameObject, Collision) void
create(GameObjectCollection, int, Vector2, UserInputListener, ImageReader) Avatar
update(float) void
Sky
Sky()
create(GameObjectCollection, Vector2, int) GameObject
Night
Night()
create(GameObjectCollection, int, Vector2, float) GameObject
PepseGameManager
PepseGameManager()
main(String[]) void
update(float) void
initializeGame(ImageReader, SoundReader, UserInputListener, WindowController) void
SunHalo
SunHalo()
create(GameObjectCollection, int, GameObject, Color) GameObject
GameManager
GameManager()
GameManager(String?)
GameManager(String?, Vector2)
render(Graphics2D) void
update(float) void
onMouseAction(MouseActionParams) void
camera() Camera
initializeGame(ImageReader, SoundReader, UserInputListener, WindowController) void
run() void
camera Camera
«create»
1