View
update(Map<String, List<String>>) void
onFailure(String) void
timeoutHasExpired() void
onStart() void
willChooseConnection() void
didChooseConnection(ConnectionType, int, String) void
willCreateUser() void
createUser(String) void
onLoginFailure() void
onLoginSuccess(String) void
joinWaitingRoom(String) void
didJoinWaitingRoom() void
willChooseCharacter(List<String>) void
didChooseCharacter(String) void
onChooseCharacterSuccess(String) void
willChooseSkulls() void
didChooseSkulls(String) void
willChooseGameMap() void
didChooseGameMap(String) void
willChooseSpawnPoint() void
onChooseSpawnPoint(List<String>) void
didChooseSpawnPoint(String, String) void
newAction() void
onChooseAction(String) void
willChooseMovement(List<String>) void
didChooseMovement(String) void
grabSomething() void
sellPowerupToGrabWeapon(List<String>) void
willChooseWhatToGrab(List<String>) void
didChooseWhatToGrab(String) void
onGrabSuccess() void
onGrabFailure() void
onGrabFailurePowerup(List<String>) void
onGrabFailurePowerupToDiscard(String) void
onGrabFailureWeapon(List<String>) void
onGrabFailureWeaponToDiscard(String) void
shootPeople() void
onShootPeopleFailure() void
willChooseWeapon(List<String>) void
didChooseWeapon(String) void
onDamageFailure() void
willChooseDamage(Map<String, String>) void
onPowerupInHandFailure() void
willChoosePowerupSelling(Map<String, String>) void
didChoosePowerupSelling(String, List<String>) void
didChooseDamage(String, String, String, String) void
willChooseMode(Map<String, String>) void
didChooseMode(String, String) void
willChooseEffects(Map<String, String>) void
didChooseEffects(List<String>, String) void
askPowerupAfterShot(List<String>) void
didUseWeapon(List<String>) void
onWeaponUsingFailure() void
afterAction() void
onEndTurn(String) void
askReload() void
willSellPowerupToReload(List<String>) void
onWeaponUnloadedFailure() void
willReload(List<String>) void
didChooseWeaponsToReload(List<String>) void
onReloadSuccess() void
onReloadFailure() void
willUsePowerup() void
onTurnPowerupFailure() void
willChoosePowerup(List<String>) void
didChoosePowerup(String) void
willChoosePowerupDamage(Map<String, String>) void
didChoosePowerupDamage(String, String) void
displayChange(String) void
willSpawnAfterDeath(List<String>) void
didChooseSpawnAfterDeath(String) void
displayFinalFrenzy() void
endOfTheGame(String) void
moveBeforeShot(List<String>) void
didChooseMovementBeforeShot(String) void
tagback(List<String>, String) void
didChooseTagback(String) void
didNotUseTagback() void
AdrenalineGUI
AdrenalineGUI(GUIHandler)
onStart() void
timeoutHasExpired() void
willChooseConnection() void
willCreateUser() void
onLoginFailure() void
didJoinWaitingRoom() void
update(Map<String, List<String>>) void
onFailure(String) void
willChooseCharacter(List<String>) void
onChooseCharacterSuccess(String) void
willChooseSkulls() void
willChooseGameMap() void
onChooseSpawnPoint(List<String>) void
newAction() void
onChooseAction(String) void
didChooseAction(String) void
willChooseMovement(List<String>) void
grabSomething() void
grabSomethingResponse(boolean) void
sellPowerupToGrabWeapon(List<String>) void
willChooseWhatToGrab(List<String>) void
onGrabSuccess() void
onGrabFailure() void
onGrabFailurePowerup(List<String>) void
onGrabFailureWeapon(List<String>) void
onShootPeopleFailure() void
willChooseWeapon(List<String>) void
onDamageFailure() void
willChooseDamage(Map<String, String>) void
onPowerupInHandFailure() void
willChoosePowerupSelling(Map<String, String>) void
willChooseMode(Map<String, String>) void
willChooseEffects(Map<String, String>) void
askPowerupAfterShot(List<String>) void
onWeaponUsingFailure() void
afterAction() void
onEndTurn(String) void
askReload() void
willSellPowerupToReload(List<String>) void
onWeaponUnloadedFailure() void
willReload(List<String>) void
onReloadSuccess() void
onReloadFailure() void
onTurnPowerupFailure() void
willChoosePowerup(List<String>) void
willChoosePowerupDamage(Map<String, String>) void
displayChange(String) void
willSpawnAfterDeath(List<String>) void
displayFinalFrenzy() void
endOfTheGame(String) void
moveBeforeShot(List<String>) void
tagback(List<String>, String) void
AdrenalineCLI
AdrenalineCLI()
AdrenalineCLI(String, String, String)
timeoutHasExpired() void
main(String[]) void
willChooseConnection() void
willCreateUser() void
onLoginFailure() void
update(Map<String, List<String>>) void
onFailure(String) void
onStart() void
didJoinWaitingRoom() void
willChooseCharacter(List<String>) void
onChooseCharacterSuccess(String) void
willChooseSkulls() void
willChooseGameMap() void
onChooseSpawnPoint(List<String>) void
newAction() void
onChooseAction(String) void
willChooseMovement(List<String>) void
grabSomething() void
sellPowerupToGrabWeapon(List<String>) void
willChooseWhatToGrab(List<String>) void
onGrabSuccess() void
onGrabFailure() void
onGrabFailurePowerup(List<String>) void
onGrabFailureWeapon(List<String>) void
onShootPeopleFailure() void
willChooseWeapon(List<String>) void
onDamageFailure() void
willChooseDamage(Map<String, String>) void
onPowerupInHandFailure() void
willChoosePowerupSelling(Map<String, String>) void
powerupSellingHelper(List<String>) List<String>
willChooseMode(Map<String, String>) void
decisionHandlerFromMap(Map<String, String>) String
decisionHandlerFromList(List<String>) String
selectionChecker(String, List<String>) String
willChooseEffects(Map<String, String>) void
askPowerupAfterShot(List<String>) void
onWeaponUsingFailure() void
afterAction() void
onEndTurn(String) void
askReload() void
willSellPowerupToReload(List<String>) void
askWastePowerupToReload() void
onWeaponUnloadedFailure() void
willReload(List<String>) void
onReloadSuccess() void
onReloadFailure() void
onTurnPowerupFailure() void
willChoosePowerup(List<String>) void
willChoosePowerupDamage(Map<String, String>) void
displayChange(String) void
willSpawnAfterDeath(List<String>) void
didChooseSpawnAfterDeath(String) void
displayFinalFrenzy() void
endOfTheGame(String) void
moveBeforeShot(List<String>) void
tagback(List<String>, String) void
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«create»
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GUIHandler
start(Stage) void
main(String[]) void
chooseConnection() void
handleConnectionOptions(CheckBox, CheckBox) void
handleOptionsRMI(CheckBox, CheckBox) void
handleOptionsTCP(CheckBox, CheckBox) void
createGameMap(String) void
handlePortAddressOptions(TextField, TextField) void
login() void
handleLoginOptions(TextField) void
handleLoginFailure() void
onChooseCharacter(List<String>) void
chooseCharacter(List<String>) void
onChooseCharacterSuccess() void
chooseCharacterSuccess() void
chooseGameMap() void
onChooseGameMap() void
drawTwoPowerups(List<String>) void
onDrawTwoPowerups(List<String>) void
choose SpawnPoint(List<String>) void
chooseAction() void
onCreateGameMap(String) void
choseCell(int, int) void
updateWeaponsCards(List<String>) void
onUpdateWeaponsCards(List<String>) void
updatePowerups(List<String>) void
onUpdatePowerups(List<String>) void
updateRedAmmos(int) void
onUpdateRedAmmos(int) void
updateBlueAmmos(int) void
onUpdateBlueAmmos(int) void
updateYellowAmmos(int) void
onUpdateYellowAmmos(int) void
updateDeckLeft(List<String>) void
onUpdateDeckLeft(List<String>) void
updateDeckAbove(List<String>) void
onUpdateDeckAbove(List<String>) void
updateDeckRight(List<String>) void
onUpdateDeckRight(List<String>) void
updateFirstRow(List<String>) void
onUpdateFirstRow(List<String>) void
updateSecondRow(List<String>) void
onUpdateSecondRow(List<String>) void
updateThirdRow(List<String>) void
onUpdateThirdRow(List<String>) void
addPlayerBoards(List<String>) void
onAddPlayerBoards(List<String>) void
updateDamages(String, List<String>) void
onUpdateDamages(String, List<String>) void
updateMarks(String, List<String>) void
onUpdateMarks(String, List<String>) void
displayMessage(String) void
onDisplayMessage(String) void
buildMessageGrid() void
setUpButtonProperties(StackPane, Button) void
setUpProperties(StackPane, ImageView) void
setUpProperties90(StackPane, ImageView) void
setUpProperties270(StackPane, ImageView) void
setUpPropertiesModified(StackPane, ImageView) void
clear(GridPane) void
setText(Vbox, String) void
clickedImage(ImageView, String) void
unclickedImage(ArrayList<ImageView>, List<String>, String)void