~ eKMS : double ~ eKS : double ~ empTimeL : double ~ empl : int JPanel ~ enemKnifAppearScore : int ~ frictionForce : double knifeThrow:: **KnifeThrow Class Diagram** ~ frictionForce : double - h : double ~ jumpS : double -- jumpheight : double ~ knifScoreIntervals : int ~ knifSize : Dimension Fields annearFor : double background : BufferedImage ~ knisize : Dimension - kspeed : double ~ mV : double - maxTargetsOnScreen : int ~ rT : double ~ rTFK : double ~ best ; int ~ ci : int **Sunny Patel** ~ ci2 : int ~ control : boolean - speed : double effects: ArrayList<particles> ~ KnifeNames : ArrayList<String> ~ bestScores : ArrayList<Integer> ~ cOptions : ArrayList<JButton> emp: boolean - empai : boolean - empay: boolean contents : String ~ empi : int controls : JButton - controls : JButto - colaver : String - f : JFrame - tont : Font - fps : int - gClip : Clip empm:int empmsga: double enemKMaxS : double ~ enemKSpeed : double ~ knifeOffsets : ArravList<Point> - knifeS : ArrayList-Buff - mmClip : Clip - newP : boolean - offset : Point enemKniv: ArrayList<knife> enemKnives : boolean - gameOver : boolean ground : BufferedImage ~ p : panel health : double - players : ArrayList<String> ~ prevChecked : long ~ selectedKnifeldx : int ~ selectedKnives : ArravList≺Integer> ~ jumping : boolean ~ knives : ArrayList<knife> - mainMenu : JButton - sq:startGame - shakeIntensity:double ~ mainMenuSS : BufferedImage ~ size : Dimension ~ maxV : double mm : JButton ~ wasds : ArrayList<Boolean> - mouse : Point - movingLeft : boolean knifeThrow(): void ~ movingRight: boolean ~ name : String + draw(Graphics2D, JButton[]): void ~ p : player + drawString(Rectangle2D, String, double, Graphics2D) : void ~ pause : boolean + drawString(String, Rectangle2D, Graphics2D): void + glowRect(double, double, double, double, Graphics2D): void ~ platforms : ArrayList<tile> - quitConfirm : boolean + initialize(String, JButton, boolean, boolean): void restTime : double + loadMusic(String): Clip ~ restTimeForKnives : double + main(Stringfl) : void ~ restart : JButton + play(String) : void ~ resume : JButton + save(): void ~ sSize : double ~ saved boolean - score : int - shake : boolean showMsg: boolean ssOff : Point - sshake : boolean - sshakel : double ~ ssx : int ssxv: int startMsg: long JPanel startRest: long startRestForKnives : long startedTime : long knifeThrow:: t: Timer targets : ArravList<target> Object add: boolean timer: int - background : Imagelcon timer2: int ~ displayInformation : boolean ~ displayRules : boolean knifeThrow: walliump : boolean info : BufferedImage ybeforejump : double information : JButton knifeShop : JButton ~ c : Color ~ dir : Point2D Constructors knifeShopSelected : boolean + panel(String, BufferedImage) : void - I: Line2D - koff : int - kov : int Methods - line : boolean left: JButton - mag : double + confirmDialog(Graphics2D) : void parr : ArrayList<particle> loadPlayer : JButton + controls(Graphics2D): void - newGame : JButton running : boolean + paintComponent(Graphics) : void newPlayer: JButton timert : int noone : Timer + pause(Graphics2D) : void options : ArrayList<JButton> ~ y : double quit : JButton Constructors quitConfirm : boolear right: JButton particles (Line2D, int, Point2D, double, double) : void rules : JButton - select : JButton selectedK : double setColor(Color) : void sm boolean start : long t: Timer f : .ITextField ~ transition : boolean Constructors + startGame(boolean, boolean) : void Methods - update(ArrayList<tle>) ; void + confirmDialog(Graphics2D) : void + darkify(BufferedImage) : BufferedImage draw(Graphics2D) : void + fillTriangle(Rectangle2D, Graphics2D) : void + initialize(String, JButton, boolean) : void initializeNavButtons(JButton, boolean): void paintComponent(Graphics) : void + resizeimg(Image, int, int) : Bufferedimage

setOpacity(BufferedImage, int) : BufferedImage