

animations::Animation

-frames: BufferedImage[]

-frameWidth: int

-frameHeight: int

-currentFrame: int

-numberFrames: int

-delay: Timer

-timesLooped: int

-Animation(animationKey: String, numberFrames: int, frameWidth: int, frameHeight: int)

+update(): void

+getCurrentFrame(): BufferedImage

+getFrameWidth(): double

+getFrameHeight(): double

+getFrameAspectRatio(): double

+hasLooped(): boolean

+hasLooped(times: int): boolean

+createAnimation(animation: GameAnimations): Animation

+createAnimation(animationKey: String, animationUrl: String, numberFrames: int

, frameWidth: int, frameHeight: int, delay: int): Animation