

Casting

Cast

Actors

Cast()
AddActor()
ClearActors()
ClearAllActors()
GetActor()
GetAllActors()
GetFirstActor()
RemoveActor()

Actor

Actor()

Animation

Delay
Timespan
Images
Rate
Index
Frame
StartTime

Animation()
GetDelay()
GetIMG()
GetRate()
NextIMG()

Enemy

Image
Body
Stats

Enemy()
Walk()
GetBody()
GetIMG()
GetStats()
DetectPlayer()
Attack()
Die()

Player

Image
Body
Stats
Animation

Player()
Walk()
GetBody()
GetIMG()
GetStats()
Attack()
Die()
GetAnimation()
StopWalk()

Body

Position
Size
Velocity

Body()
GetPosition()
GetRectangle()
GetSize()
GetVelocity()
SetPosition()
SetSize()
SetVelocity()

Image

Filename
Scale
Rotation

Image()
GetFilename()
GetScale()
GetRoation()
SetScale()
SetRotation()

Label

Text
Position

Label()
GetText()
GetPosition()

Point

x
y

Point()
Add()
Equals()
GetX()
GetY()
Reverse()
Scale()

Rectangle

Position
Size

Rectangle()
GetPosition()
GetSize()

Sound

filename
Volume
Repeated

Sound()
GetFilename()
GetVolume()
IsRepeated()

Stats

LVL
HP
DMG
Score

Stats()
AddHP()
AddPoints()
RemoveHP()
GetLVL()
GetHP()
GetDMG()
GetScore()

Text

Value
FontFile
Size
Alignment

Text()
GetValue()
GetSize()
GetFontSize()
GetAlignment()
SetValue()

Game

Program

create director
StartGame()

Constants

Max_X
Max_Y
FrameRate
GameName
ScreenX
ScreenY
FontFile
FontSize
Sounds{TBD}
alignLeft
alignCenter
alignRight
LEFT
RIGHT
UP
DOWN
ATTACK
NewGame
GameOver
InPlay
LVLFile
Initialize
Load
Input
Update
Output
Unload
Release
StatsGroup
MaxHP
PlayerDMG
HUDMargin
LVLGroup
LVLFormat
EnemyHP
EnemyDMG
PlayerIMG
EnemyIMG
EnemyGRP
PlayerVelocity
EnemyVelocity
MapIMG
PlayerAttkAnim
EnemyAttkAnim
PlayerWalkAnim
EnemyWalkAnim
PlayerDeathAnim
EnemyDeathAnim
DialogGRP
EnterToStart
PrepToLaunch
WasGoodGame

Directing

Director

Cast
Script
SceneManager
VideoService

Director()
OnNext()
StartGame()
ExecuteActions()

ScenesManager

AudioService
KeyboardService
VideoService

PrepareScene()
PrepareNewGame()
PlaceEnemies()
PrepareNextLVL()
PrepareTryAgain()
PrepareInPlay()
PrepareGameOver()
AddEnemy()
AddEntities()
AddDialogue()
AddLVL()
AddPlayer()
AddScore()
AddHealthBar()
AddEnemyCount()
AddStats()
LoadLVL()
AddInitActions()
AddLoadActions()
AddOutputActions()
AddUnloadActions()
AddReleaseActions()
AddUpdateActions()