MainGame

+ MainGame():

- homeScreen: HomeScreen
- menuScreen: MenuScreen
- gameScreen: GameScreen
- selectLevelScreen: SelectLevelScreen

+ create() : void
+ render() : void
+ dispose() : void
+ transitionToHome() : void
+ transitionToMenu(): void

HomeScreen

+ HomeScreen(MainGame):

- game: MainGame
- homeScreenImg: Texture
- cam: OrthographicCamera
- viewport: Viewport

+ show(): void
+ resize(int, int): void
+ hide(): void
+ dispose(): void
+ resume(): void
+ pause(): void
+ render(float): void
+ update() : void
+ handleInput() : void
+ transitionToMenu(): void

MenuScreen

+ MenuScreen(MainGame):

- game: MainGame
- cam: OrthographicCamera
- settingsTexture: Texture
- bgTexture: Texture
- stage: Stage
- viewport: Viewport

+ render(float): void
+ hide(): void
+ show(): void
+ resize(int, int): void
+ pause(): void
+ resume(): void
+ dispose(): void
+ update(): void
+ handleInput(): void
+ transitionToPlay(): void

LevelSelectScreen

+ LevelSelectScreen(MainGame):

- cam: OrthographicCamera
- viewport: Viewport
- stage: Stage
- game: MainGame
- bgTexture: Texture

- addLevelButton(float, float, float, float, int): void
+ pause(): void
+ hide(): void
+ show(): void
+ render(float): void
+ dispose(): void
- addBackButton(float, float, float, float): void
+ resize(int, int): void
+ resume(): void
+ update() : void
+ handleInput(): void

PlayGameScreen

+ PlayGameScreen(MainGame, int):

- slingShotTexture: Texture
- longStructTexture: Texture
- scoreTexture: Texture
- additionalLongStructRegion: TextureRegion
- SCORE_WIDTH: float
- cam: OrthographicCamera
- BUTTON_SIZE: float
- pauseBtnTexture: Texture
- greenBtnTexture: Texture
- birdTexture: Texture
- groundTexture: Texture
- replayBtnTexture: Texture
- glassStructTexture: Texture
- smallStructRegion: TextureRegion
- level: int
- additionalLongStructTexture: Texture
- pigTexture: Texture
- redbirdTexture: Texture
- redBtnTexture: Texture
- viewport: Viewport
- PADDING: float
- SCORE_HEIGHT: float
- bgTexture: Texture
- longStructRegion: TextureRegion
- game: MainGame
- smallStructTexture: Texture

+ resume(): void
- drawAngryBirds(float, float): void
+ hide(): void
- isButtonTouched(Vector3, float, float, float, float): boolean
+ pause(): void
- loadTextures(): void
+ dispose(): void
+ render(float): void
- drawGameElements(): void
+ resize(int, int): void
- handleInput(): void
+ show(): void
+ update() : void
+ handleInput() : void
+ transitionToWin() : void
+ transitionToLose() : void

WinScreen

+ WinScreen(MainGame):

- menuBtnTexture: Texture
- game: MainGame
- nextBtnTexture: Texture
- stage: Stage
- loseTexture: Texture
- level: int
- viewport: Viewport
- replayBtnTexture: Texture

+ resize(int, int): void
+ show(): void
+ pause(): void
+ resume(): void
+ dispose(): void
+ hide(): void
- setButtonProperties(ImageButton, float, float, float, float): void
+ render(float): void
+ transitionToMenu : void
+ transitionToReplay() : void
+ transitionToNext():

LoseScreen

+ LoseScreen(MainGame):

- replayBtnTexture: Texture
- menuBtnTexture: Texture
- viewport: Viewport
- stage: Stage
- nextBtnTexture: Texture
- level: int
- game: MainGame
- loseTexture: Texture

+ hide(): void
+ dispose(): void
+ pause(): void
- setButtonProperties(ImageButton, float, float, float, float): void
+ show(): void
+ resume(): void
+ render(float): void
+ resize(int, int): void
+ handleInput(): void
+ transitionToMenu : void
+ transitionToReplay() : void
+ transitionToNext(): void