







dungeonshooter.animator

dungeonshooter

animator

Animator

-background : Color = Color.ANTIQUEWHITE
+handle(gc : GraphicsContext, now : long) : void
+updateEntities() : void
+processEntityList(iterator : Iterator<Entity>, shapeHitBox : HitBox) : void

AbstractAnimator

#mouse : Point
#map : CanvasMap
-fps : FpsCounter
+AbstractAnimator()
+setCanvas(map : CanvasMap) : void
+clearAndFill(gc : GraphicsContext, background : Color) : void
+drawEntities(gc : GraphicsContext) : void
+handle(now : long) : void
#handle(gc : GraphicsContext, now : long) : void

DungeonShooter

-width : double = 700
-height : double = 700
-canvas : Canvas
-root : BorderPane
-board : CanvasMap
-input : PlayerInput
+init() : void
+start(primaryStage : Stage) : void
+stop() : void
+createOptionsBar() : ToolBar
+createStatusBar() : ToolBar
+createCheckBox(text : String, isSelected : boolean, binding : BooleanProperty) : CheckMenuItem
+createButton(text : String, action : EventHandler<ActionEvent>) : Button
+main(args : String[]) : void

CanvasMap

-map : Canvas
-drawBounds : BooleanProperty
-drawFPS : BooleanProperty
-players : Entity
-projectiles : Entity
-border : PolyShape
-buffer : Entity
-animator : Animator
-staticShapes : PolyShape
+CanvasMap()
+drawFPSProperty() : BooleanProperty
+getDrawFPS() : boolean
+drawBoundsProperty() : BooleanProperty
+getDrawBounds() : boolean
+setDrawingCanvas(map : Canvas) : CanvasMap
+setAnimator(newAnimator : Animator) : CanvasMap
+start() : void
+stop() : void
+getCanvas() : Canvas
+gc() : GraphicsContext
+h() : double
+w() : double
+staticShapes() : List<PolyShape>
+players() : List<Entity>
+projectiles() : List<Entity>
+addSampleShapes() : CanvasMap
+fireBullet(bullet : Bullet) : void
+updateProjectilesList() : void
+getMapShape() : PolyShape
+inMap(hitbox : HitBox) : boolean

#map

sd dungeons shooter.animator.AbstractAnimator.drawEntities(GraphicsContext)





