Chidi Hui Chidiya UML Class Diagram Utkarsh Garg | 2023570 Vidush Jindal | 2023592 <<interface>> Start Serialize Diagram key savedGames: GameState[] Class newGame():void loadGame(GameState): void Credits Game Interface + names: String[] Abstract + displayCredits():void PauseMenu MainMenu Class +resume(): void GameState + start():void <<interface>> GameMode +restart(): void + options(): void Exit +goToMainMenu(): void + howToPlay():void -stars: int + credits():void -currLevel: Game_Instance -nextLevel: Game_Instance +SaveGameState(): void exit(): void -birds: Bird[] +RestoreGameState(): void HowToPlay -pigsLeft: int -birdsLeft: int + instructions: String[] + images: SprtiteBatch[] +calculateStars: int(1-3) <u>_____</u> +nextBird(): void Options + displayInstructions():void +gameOver(): void +InitializeLevel(): void Game_Instance languages: String[] +levelComplete(): void <<interface>> +Pause(): void -allActors: Actor[] Overlap -loadNextLevel(): void +sound(bool noOff): void +getAllActors(): Actor[] +selectLanguage(): void Physics +onCollision(): void a.k.a level +onOverlap(): void -mass: int +onCollisionStay(): void +onCollisionEnd(): void -usesGravity: bool -isAnchored: bool velocity: Pair<float, float> +getIsAnchored(): bool +getMass(): int +getUsesGravity(): bool +setIsAnchored(bool achor): void Transform -x: float -y: float <<Actor>> -xRotation: int (0-359) -yRotation: int (0-359) -transform: Transform -texture: Texture +getX(): float -sprite: SpriteBatch +getY(): float +getXRotation: int (0-359) +getTransform(): Transform +getYRotation: int (0-359) +instantiate(): void +setX(float x): void +setVelocity(): void +setY(float y): void +setXRotation(int x_rotation): void +setYRotation(int y_rotation): void \triangle <<Bird>> Catapult <<Pig>>> -hitbox: Circle <<Building_Blocks>> -isLoaded: bool -sprite: SPriteBatch -loadedBird: Bird -hitPoints: int -hitPoints: int -hitPoints: int hitBox: circle -hitBox: rectangle +getIsLoaded(): bool +loadOnCatapult(): void +Collision(): void +setIsLoaded(bool loaded): void +getHitPoints(): int +Collision(): void +launch(): void +onClick(): void +getHitpoints(): int +loadBird(Bird bird): void Glass Metal Pheonix Magnet_Bird Koyal RegularPig GodPig Wood HelmetPig GiantPig _____ -onFire: bool +getMagenetized(): void +shatter(): void -BurnWood(): void -sing(): void -pull(int radius): void +Burn(): void +HealPigs(int radius): void