



+ name : String + type : EntityDef + sprite : undef + body : undef

+ Entity()

+ mover : com.blindtigergames.werescrewed.entity.mover.IMover

com.blindtigergames.werescrewed.entity.Entity

+ Entity(name: String, def: EntityDef, world: undef, solid: boolean, pos: undef, rot: float, scale: undef, tex: undef)

com.blindtigergames.werescrewed.level.Level + camera: com.blindtigergames.werescrewed.camera.Camera + world : undef + Level() + update(deltaTime : float) + draw(sb : undef. dr : com.blindtigergames.werescrewed.debug.SBox2DDebugRenderer) + getDefaultLevel() : Level ~level com.blindtigergames.werescrewed.screens.LevelTestScreen + BOX TO PIXEL : float + PIXEL TO BOX : float +level + LevelTestScreen() -instance + render(delta : float) com.blindtigergames.werescrewed.screens.ScreenManager + resize(width : int, height : int) + getInstance(): ScreenManager + show() + initialize(game : undef) + hide() + show(screen : ScreenType) + pause() + dispose(screen : ScreenType) + resume() + dispose() + dispose() com.blindtigergames.werescrewed.screens.IntroScreen «interface» com.badlogic.gdx.Screen + IntroScreen() + render(delta : float) + resize(width : int, height : int) + show() + hide() com.blindtigergames.werescrewed.screens.Screen + BOX TO PIXEL: float + pause() + PIXEL TO BOX : float + resume() + dispose() + Screen() + render(delta : float) com.blindtigergames.werescrewed.screens.GleedTestScreen + resize(width : int, height : int) + level : com.blindtigergames.werescrewed.level.Level + show() + GleedTestScreen(name : String) + hide() + render(delta : float) + pause() + resize(width : int, height : int) + resume() + show() + dispose() + hide() + pause() com.blindtigergames.werescrewed.level.GleedLoader + resume() + dispose() + loadLevelFromFile(filename : String) : Level com.blindtigergames.werescrewed.screens.GameScreen + BOX TO PIXEL: float + PIXEL TO BOX : float + GameScreen() + render(deltaTime : float) + resize(width : int. height : int) + show() + hide() + pause() + resume() + dispose() com.blindtigergames.werescrewed.screens.PhysicsTestScreen + BOX TO PIXEL: float + PIXEL TO BOX : float + DEG TO RAD : float + RAD TO DEG: float + PhysicsTestScreen() + render(deltaTime : float) + resize(width : int, height : int) + show() + hide() + pause() + resume() + dispose()