



- Android 1.5
 - src
 - com.chalmers.game.td
 - com.chalmers.game.td.units
 - AirProjectile.java
 - AirTower.java
 - BasicProjectile.java
 - BasicTower.java
 - Mob.java
 - Projectile.java
 - SlowProjectile.java
 - SlowTower.java
 - Snowball.java
 - SplashProjectile.java
 - SplashTower.java
 - Tower.java
 - Unit.java
 - gen [Generated Java Files]
 - test
 - JUnit 4
 - res
 - drawable
 - layout
 - raw
 - values
 - initpaths.xml
 - initwaves.xml
 - strings.xml
 - AndroidManifest.out.xml
 - AndroidManifest.xml
 - default.properties

```
275     }
276
277     /**
278      * Initiate the waves
279      * TODO Somehow solve which track to load waves to
280      */
281     private void initWaves() {
282
283         mWaveDelayI = 0;
284         mWaveIndex = 0;
285         mMobIndex = 0;
286         mTrackNr = GameModel.getTrack(); //1-5, Which track currently at
287         mMaxWaveDelay = 10;
288         lastMobSent = false;
289
290         //loops through the tracks, number of tracks is unknown, so it will loop until "break"
291         for(int trackNr = 1; ; trackNr++) {
292
293             try {
294
295                 mWaves = new ArrayList<ArrayList<Mob>>();
296
297             }
298         }
299     }
300 }
```

```
[2010-04-30 10:56:54 - Towerdefence2]Waiting for HOME ('android.process.acore') to be launched...
[2010-04-30 10:58:00 - Towerdefence2]HOME is up on device 'emulator-5554'
[2010-04-30 10:58:00 - Towerdefence2]Uploading Towerdefence2.apk onto device 'emulator-5554'
[2010-04-30 10:58:25 - Towerdefence2]Installing Towerdefence2.apk...
[2010-04-30 10:58:58 - Towerdefence2]Success!
[2010-04-30 10:58:58 - Towerdefence2]Starting activity com.chalmers.game.td.SplashActivity on device
[2010-04-30 10:59:04 - Towerdefence2]ActivityManager: Starting: Intent { cmp=com.chalmers.game.td/.Spl
```

- com.chalmers.game.td
 - import declarations
 - MobFactory
 - INSTANCE : MobFactory
 - mWaveDelayI : int
 - mWaveIndex : int
 - mMaxWaveDelay : int
 - mMobIndex : int
 - mTrackNr : int
 - mContext : Context
 - mPath : Path
 - mTrackWaves : ArrayList<ArrayList<Mob>>
 - mMobTypeList : List<String>
 - mMobs : ArrayList<Mob>
 - mWaves : ArrayList<ArrayList<Mob>>
 - mTrackName : String
 - mAllWaves : String[]
 - mMobInfo : String[]
 - mTrackID : int
 - lastMobSent : boolean
 - MobFactory()
 - getWaveNr() : int
 - getWaveMaxDelay() : int
 - getWaveTime() : int
 - getNextWaveType() : String
 - waveInProgress() : boolean
 - getTotalNrOfWaves() : int
 - getNextWaveNr() : int
 - numberOfMobsLeftThisWave() : int
 - hasMoreMobs() : boolean
 - resetWaveIndex() : void