

<<View>> GameView
+GAME_SPEED_MULTIPLIER: int +MOB_DELAY_MAX: final int -SNOWBALL_TRESHOLD: final int -STATE_RUNNING: final int -STATE_GAMEOVER: final int -STATE_WIN: final int -STATE_PAUSED: final int -mAccelerometerSupported: boolean -mAllowBuild: boolean -mAudioManager: AudioManager -mBitMapCache: Map<Integer, Bitmap> -mButtonBorder: int -mCurrentSnowball: Snowball -mCurrentTower: Tower -mFast: boolean -GAME_STATE: int -mGameThread: GameTread -mLatestSensorEvent: SensorEvent -mMenuPic: int -mMobDelayI: int -mMobFactory: MobFactory -mSelectedTower: Tower -mSensorManager: SensorManager -mShowTooltip: boolean -mSplash: boolean -mTx: int -mTy: int -mUsedSnowballs: int -mVibrator: Vibrator -mWaterSplashAnimation: int +onDraw(Canvas): void +onTouchEvent(MotionEvent): boolean +onKeyDown(int,KeyEvent): boolean +playTrackMusic(int): MediaPlayer +setupPaint(): void +surfaceChanged(SurfaceHolder,int,int,int): void +surfaceCreated(SurfaceHolder): void +surfaceDestroyed(SurfaceHolder): void +updateModel(): void +updateSounds(): void

<<View>> ProgressionRouteView
-STATE_CHOOSETRACK: final int -STATE_STARTTRACK: final int -STATE: int -mActivity: Activity -mBitMapCache: Map<Integer, Bitmap> -mChosenTrack: int -mMenuPic: int -mThread: ProgressionTread -mTooltip: int -mTrackPic: int -mTrackName: String +fillBitMapCache(): void +onTouchEvent(event:MotionEvent): boolean +updateSound(): void +onDraw(canvas:Canvas): void +surfaceCreated(holder:SurfaceHolder): void +surfaceDestroyed(holder:SurfaceHolder): void

GameModel
+GAME_TILE_SIZE: final int +sCheatEnabled: boolean +sCurrentPlayer: Player +sMobs: List<Mob> +sMusicEnabled: boolean +sProjectiles: List<Projectile> +sPath: Path +sOccupiedTilePositions: HashSet<Point> +sSelectedTrack: int +sShowRewardForMob: List<Mob> +sSnowBalls: List<Snowball> +sTowers: List<Tower> +buildTower(Tower,int,int): void +canAddTower(Tower): boolean +getTrack(): int +initialize(Context): void +removeTower(Tower): void +setCheatEnabled(boolean): void +setMusicEnabled(boolean): void +setTrack(int): void

Path
-INSTANCE: Path -mContext: Context -mNumberOfTracks: int -mPath: List<Coordinates> -mTrackPaths: List<List<Coordinate>> +getSize(): int +getCoordinate(int): Coordinates +getInstance(): Path +getNumberOfTracks(): int +initPath(): void +reset(): void +setTrackPath(int): void

Coordinate
+mXPos: double +mYpos: double +getAngle(from:Coordinates,to:Coordinates): double +getSqrDistance(c1:Coordinates,c2:Coordinates): double +setXY(pXPos:double,pYPos:double): void +getXY(): double[]

<<Thread>> Progression Thread
+mProgressionView: ProgressionRouteView +mRunThread: boolean +run(): void

Player
+STARTING_MONEY: final double -mLives: int -mMoney: double -mName: String -mScore: HighScore +changeMoney(double): void +changeScore(Mob): void +getCurrentTrackScore(): double +getRemainingLives(): int +getTotalScore(): double +getTrackScore(double): double +removeLife(int): void +setCurrentScore(double): void +saveCurrentTrackScore(double): void

HighScore
-INSTANCE: final Highscore -mCurrentTrackScore: double -mFile: File -mReader: BufferedReader -mSavedScore: ArrayList<Double> -mWriter: BufferedWriter +changeScore(Mob): void +getInstance(): HighScore +getTotalScore(): double +getTrackScore(int): double +resetHighScore(): void +saveScore(): void

<<Thread>> Game Thread
+mGameView: GameView +mRunThread: boolean +run(): void