Ninja Clicker Game

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NinjaClickerGame - paneWidth : int - paneHeight : int - score : int - squareCount : int - triangleCount : int - circleCount : int - STARTTIME : Integer - timeline : Timeline - timberLabel : Label - timeSeconds : IntegerProperty + main(args : String[]) : void + start(primaryStage : Stage)

MovingCircle + MovingCircle() + playMovingObject_Top_Bottom(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void + playMovingObject_Bottom_Top(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void

+ playMovingObject_Soltom_Top(movingObject: MovingObject, paneWidth: int, paneHeight: int): void
+ playMovingObject_Right_Left(movingObject: MovingObject, paneWidth: int, paneHeight: int): void
+ playMovingObject_Left_Right(movingObject: MovingObject, paneWidth: int, paneHeight: int): void
+ randomlyPickMovingObjectPath(movingObject: MovingObject, paneWidth: int, paneHeight: int): void

MovingObject - x1 : int - x2 : int - y1 : int - y2 : int - speed : int # MovingObject() + getX1() : int + getX2() : int + getY1() : int + getY2() : int + getSpeed(): int + setX1(x1 : int) : void + setX2(x2 : int) : void + setY1(y1 : int) : void + setY2(y2 : int) : void + setSpeed(speed : int) : void + playMovingObject_Top_Bottom(movingObject : MovingObject, paneWidth : int, paneHeight : int) : void + playMovingObject_Bottom_Top(movingObject : MovingObject, paneWidth : int, paneHeight : int) : void + playMovingObject_Right_Left(movingObject : MovingObject, paneWidth : int, paneHeight : int) : void + playMovingObject_Left_Right(movingObject : MovingObject, paneWidth : int, paneHeight : int) : void + randomlyPickMovingObjectPath(movingObject: MovingObject, paneWidth: int, paneHeight: int): void MovingSquare MovingCircle() + playMovingObject_Top_Bottom(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void playMovingObject_Bottom_Top(movingObject: MovingObject, paneWidth: int, paneHeight: int): void + playMovingObject_Right_Left(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void + playMovingObject_Left_Right(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void + randomlyPickMovingObjectPath(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void

+ MovingCircle()
+ playMovingObject_Top_Bottom(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void
+ playMovingObject_Bottom_Top(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void
+ playMovingObject_Right_Left(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void

+ playMovingObject_Left_Right(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void + randomlyPickMovingObjectPath(movingObject : MovingObject, paneWidth : int, paneHeight: int) : void

MovingTriangle