



① SlimeBehaviour

- Ⓜ️ split(PetriDish, Slime) void
- Ⓜ️ mutate(double, double, PetriDish) Slime



© SlimeBehaviorallImplementation

- Ⓜ️ SlimeBehaviorallImplementation()
- Ⓜ️ split(PetriDish, Slime) void
- Ⓜ️ mutate(double, double, PetriDish) Slime

© BouncingSlimes

© GameStartGUI

• GameStartGUI()
• startGame(Stage) void
• setupPrimaryStage(Stage, Scene) void
• createBackground() ImageView
• start(Stage) void
• createStartGameButton(Stage) Button
• main(String[]) void

• BouncingSlimes()
• createScene()
• reduceBalanceAddSoup()
• addDefaultSlime()
• createSlimeListView() ListView<Slime>
• start(Stage) void
• createButtonCanvas() Pane
• initializeGame()
• main(String[]) void
• createSoupBtn() ImageView
• clearDeadSlimes()
• createBalanceLabel() Label
• createSellBtn() Button
• createClearButton() Button
• addEventToSingleSellButton(Slime, ListView<Slime>) void
• openSlimeListView()
• setupCanvas() Pane

© ProgressBarManager

• ProgressBarManager(PetriDish, Pane)
• progressBar ProgressBar
• updateTimeline(double, double) void
• addActionToProgressBar()
• createVerticalProgressBar() ProgressBar
• createNewTimeline() Timeline
• gameEnd() void
• progressBar ProgressBar

© HelloController

• HelloController()
• onHelloButtonClick() void

© PetriDish

(m) PetriDish()	
(f) canvas	Pane
(f) threadList	ArrayList<Thread>
(f) deadSlimeList	ArrayList<Slime>
(f) slimesList	ArrayList<Slime>
(f) defaultSlime	Slime
(m) removeThread(Thread)	void
(m) addSlime(Slime)	void
(m) checkSlimeCountAndKill()	void
(m) removeSlime(Slime)	void
(m) setStopThread(boolean)	void
(p) deadSlimeList	ArrayList<Slime>
(p) canvas	Pane
(p) slimesList	ArrayList<Slime>
(p) defaultSlime	Slime
(p) isStopThread	boolean
(p) threadList	ArrayList<Thread>

© Player

(m) Player()	
(f) balance	int
(m) increaseBalance(int)	void
(m) reduceBalance(int)	boolean
(P) balance	int

⊕ SlimeType

(m) SlimeType()	
(m) valueOf(String)	SlimeType
(m) values()	SlimeType[]