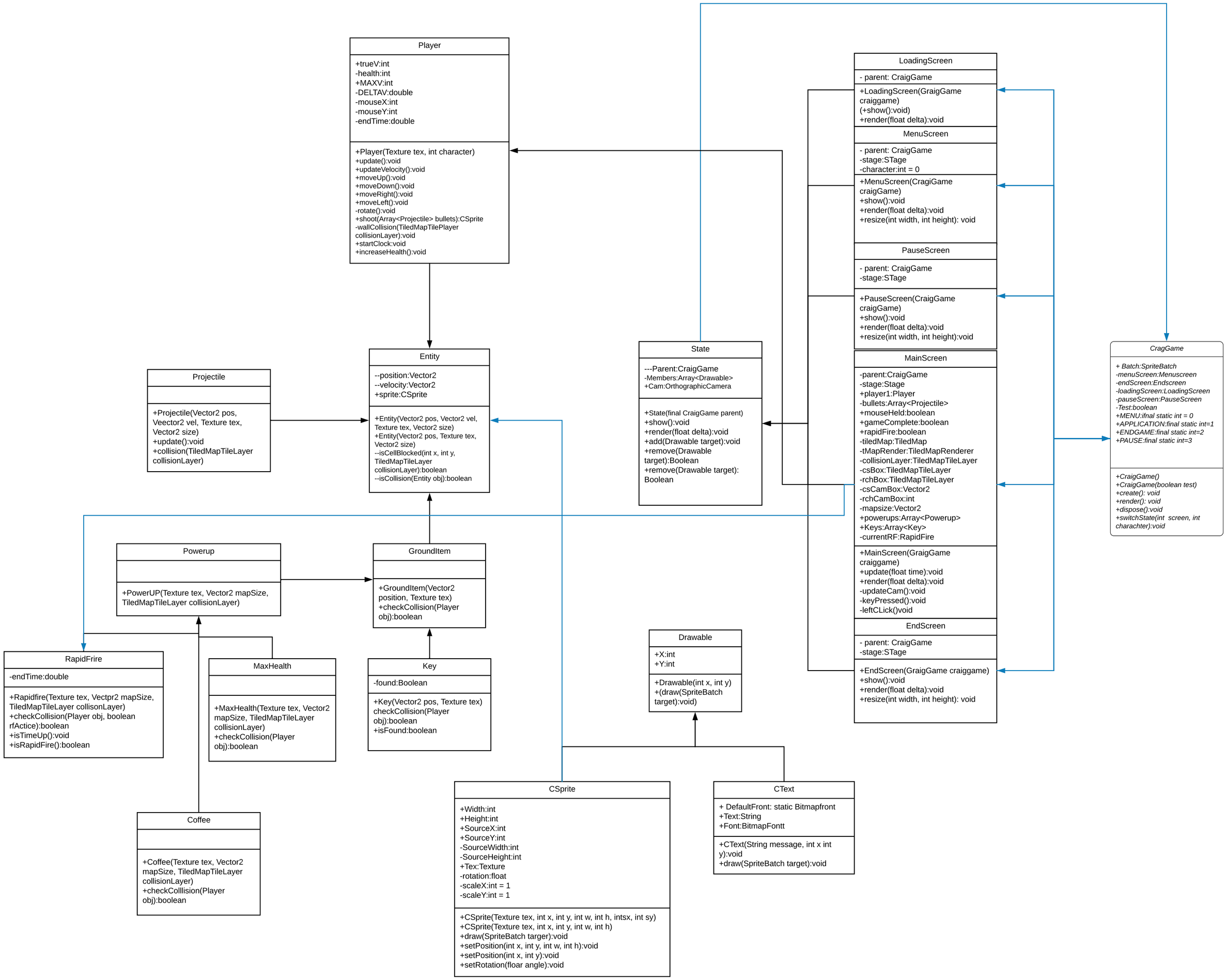
Player
+trueV:int
-health:int
+MAXV:int
-DELTAV:double
-mouseX:int
-mouseY:int
-endTime:double
+Player(Texture tex, int character)
+update():void
+updateVelocity():void
+moveUp():void
+moveDown():void
+moveRight():void
+moveLeft():void
-rotate():void
+shoot(Array<Projectile> bullets):CSprite
-wallCollision(TiledMapTilePlayer collisionLayer):void
+startClock:void
+increaseHealth():void
LoadingScreen
- parent: CraigGame
+LoadingScreen(GraigGame craiggame)
(+show():void)
+render(float delta):void
MenuScreen
- parent: CraigGame
-stage:STage
-character:int = 0
+MenuScreen(CragiGame craigGame)
+show():void
+render(float delta):void
+resize(int width, int height): void
PauseScreen
- parent: CraigGame
-stage:STage
+PauseScreen(CraigGame craigGame)
+show():void
+render(float delta):void
+resize(int width, int height):void
MainScreen
-parent:CraigGame
-stage:Stage
+player1:Player
-bullets:Array<Projectile>
+mouseHeld:boolean
+gameComplete:boolean
+rapidFire:boolean
-tiledMap:TiledMap
-tMapRender:TiledMapRenderer
-collisionLayer:TiledMapTileLayer
-csBox:TiledMapTileLayer
-rchBox:TiledMapTileLayer
-csCamBox:Vector2
-rchCamBox:int
-mapsize:Vector2
+powerups:Array<Powerup>
+Keys:Array<Key>
-currentRF:RapidFire
+MainScreen(GraigGame craiggame)
+update(float time):void
+render(float delta):void
-updateCam():void
-keyPressed():void
-leftCLick()void
EndScreen
- parent: CraigGame
-stage:STage
+EndScreen(GraigGame craiggame)
+show():void
+render(float delta):void
+resize(int width, int height): void
CragGame
+ Batch:SpriteBatch
-menuScreen:Menuscreen
-endScreen:Endscreen
-loadingScreen:LoadingScreen
-pauseScreen:PauseScreen
-Test:boolean
+MENU:ifnal static int = 0
+APPLICATION:final static int=1
+ENDGAME:final static int=2
+PAUSE:final static int=3
+CraigGame()
+CraigGame(boolean test)
+create(): void
+render(): void
+dispose():void
+switchState(int screen, int charachter):void
State
---Parent:CraigGame
-Members:Array<Drawable>
+Cam:OrthographicCamera
+State(final CraigGame parent)
+show():void
+render(float delta):void
+add(Drawable target):void
+remove(Drawable target):Boolean
+remove(Drawable target): Boolean
Entity
--position:Vector2
--velocity:Vector2
+sprite:CSprite
+Entity(Vector2 pos, Vector2 vel, Texture tex, Vector2 size)
+Entity(Vector2 pos, Texture tex, Vector2 size)
--isCellBlocked(int x, int y, TiledMapTileLayer collisionLayer):boolean
--isCollision(Entity obj):boolean
Projectile
+Projectile(Vector2 pos, Veector2 vel, Texture tex, Vector2 size)
+update():void
+collision(TiledMapTileLayer collisionLayer)
Powerup
+PowerUP(Texture tex, Vector2 mapSize, TiledMapTileLayer collisionLayer)
GroundItem
+GroundItem(Vector2 position, Texture tex)
+checkCollision(Player obj):boolean
RapidFrire
-endTime:double
+Rapidfire(Texture tex, Vectpr2 mapSize, TiledMapTileLayer collisonLayer)
+checkCollision(Player obj, boolean rfActice):boolean
+isTimeUp():void
+isRapidFire():boolean
MaxHealth
+MaxHealth(Texture tex, Vector2 mapSize, TiledMapTileLayer collisionLayer)
+checkCollision(Player obj):boolean
Key
-found:Boolean
+Key(Vector2 pos, Texture tex)
checkCollision(Player obj):boolean
+isFound:boolean
Drawable
+X:int
+Y:int
+Drawable(int x, int y)
+(draw(SpriteBatch target):void)
Coffee
+Coffee(Texture tex, Vector2 mapSize, TiledMapTileLayer collisionLayer)
+checkColllision(Player obj):boolean
CSprite
+Width:int
+Height:int
+SourceX:int
+SourceY:int
-SourceWidth:int
-SourceHeight:int
+Tex:Texture
-rotation:float
-scaleX:int = 1
-scaleY:int = 1
+CSprite(Texture tex, int x, int y, int w, int h, intsx, int sy)
+CSprite(Texture tex, int x, int y, int w, int h)
+draw(SpriteBatch targer):void
+setPosition(int x, int y, int w, int h):void
+setPosition(int x, int y):void
+setRotation(floar angle):void
CText
+ DefaultFront: static Bitmapfront
+Text:String
+Font:BitmapFontt
+CText(String message, int x int y):void
+draw(SpriteBatch target):void