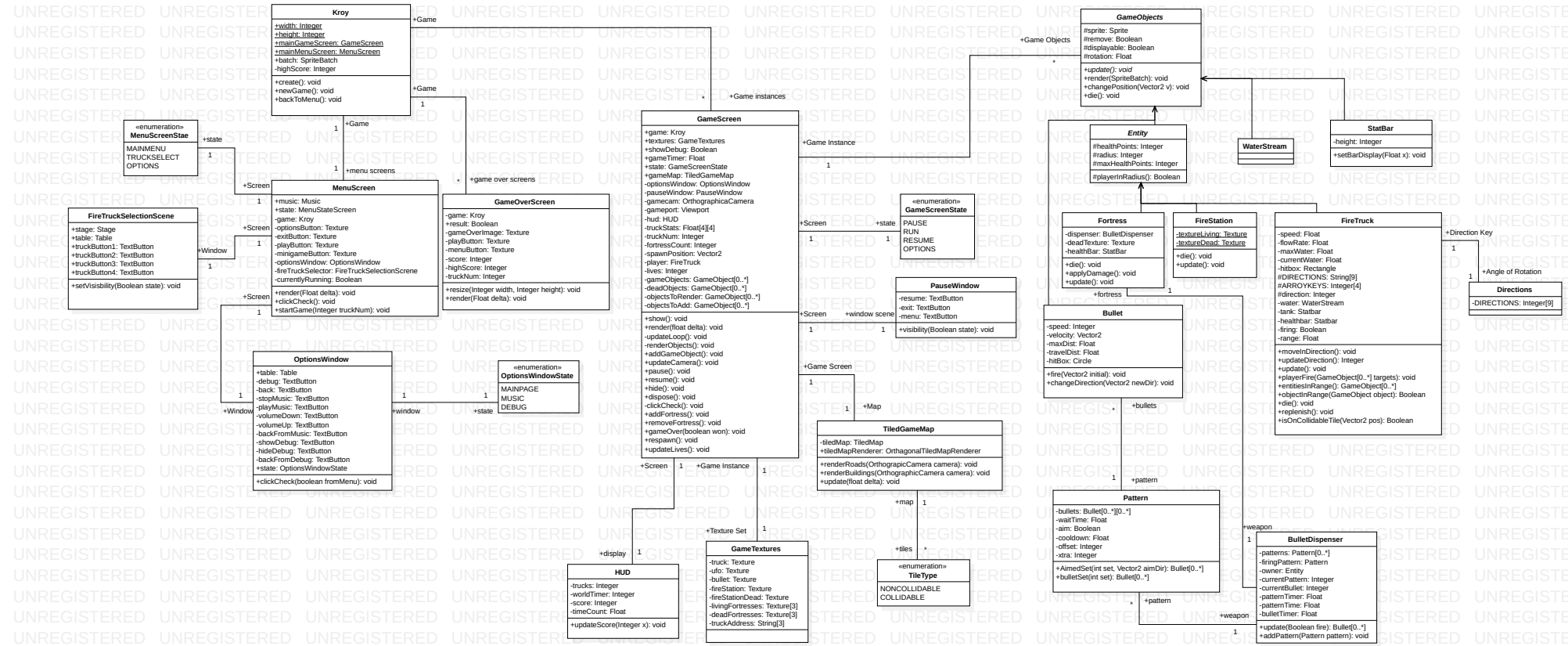
Kroy
+width: Integer
+height: Integer
+mainGameScreen: GameScreen
+mainMenuScreen: MenuScreen
+batch: SpriteBatch
-highScore: Integer
+create(): void
+newGame(): void
+backToMenu(): void
+Game
+Game
+Game
+menu screens
+game over screens
«enumeration»
MenuScreenStae
MAINMENU
TRUCKSELECT
OPTIONS
+state
MenuScreen
+music: Music
+state: MenuStateScreen
-game: Kroy
-optionsButton: Texture
-exitButton: Texture
-playButton: Texture
-minigameButton: Texture
-optionsWindow: OptionsWindow
-fireTruckSelector: FireTruckSelectionScrene
-currentlyRunning: Boolean
+render(Float delta): void
+clickCheck(): void
+startGame(Integer truckNum): void
GameOverScreen
-game: Kroy
+result: Boolean
-gameOverImage: Texture
-playButton: Texture
-menuButton: Texture
-score: Integer
-highScore: Integer
-truckNum: Integer
+resize(Integer width, Integer height): void
+render(Float delta): void
FireTruckSelectionScene
+stage: Stage
+table: Table
+truckButton1: TextButton
+truckButton2: TextButton
+truckButton3: TextButton
+truckButton4: TextButton
+setVisibility(Boolean state): void
+Screen
+Screen
+Window
+Screen
+Window
OptionsWindow
+table: Table
-debug: TextButton
-back: TextButton
-playMusic: TextButton
-playMusic: TextButton
-volumeDown: TextButton
-volumeUp: TextButton
-backFromMusic: TextButton
-hideDebug: TextButton
-hideDebug: TextButton
-backFromDebug: TextButton
+state: OptionsWindowState
+clickCheck(boolean fromMenu): void
+window
+state
«enumeration»
OptionsWindowState
MAINPAGE
MUSIC
DEBUG
GameScreen
+game: Kroy
+textures: GameTextures
+showDebug: Boolean
+gameTimer: Float
+state: GameScreenState
+gameMap: TiledGameMap
-optionsWindow: OptionsWindow
-pauseWindow: PauseWindow
-gamecam: OrthographicaCamera
-gameport: Viewport
-hud: HUD
-truckStats: Float[4][4]
-truckNum: Integer
-fortressCount: Integer
-spawnPosition: Vector2
-player: FireTruck
-lives: Integer
-gameObjects: GameObject[0..*]
-deadObjects: GameObject[0..*]
-objectsToRender: GameObject[0..*]
-objectsToAdd: GameObject[0..*]
+show(): void
+render(float delta): void
-updateLoop(): void
-renderObjects(): void
+addGameObject(): void
+updateCamera(): void
+pause(): void
+resume(): void
+hide(): void
+dispose(): void
-clickCheck(): void
+addFortress(): void
+removeFortress(): void
+gameOver(boolean won): void
+respawn(): void
+updateLives(): void
+Game instances
+Game Instance
+Screen
+Game Instance
+Screen
+state
«enumeration»
GameScreenState
PAUSE
RUN
RESUME
OPTIONS
+Screen
+window scene
PauseWindow
-resume: TextButton
-exit: TextButton
-menu: TextButton
+visibility(Boolean state): void
+Game Screen
+Map
TiledGameMap
-tiledMap: TiledMap
+tiledMapRenderer: OrthagonalTiledMapRenderer
+renderRoads(OrthograpicCamera camera): void
+renderBuildings(OrthographicCamera camera): void
+update(float delta): void
+map
+tiles
«enumeration»
TileType
NONCOLLIDABLE
COLLIDABLE
+Texture Set
GameTextures
-truck: Texture
-ufo: Texture
-bullet: Texture
-fireStation: Texture
-fireStationDead: Texture
-livinfortresses: Texture[3]
-deadFortresses: Texture[3]
-truckAddress: String[3]
+display
HUD
-trucks: Integer
-worldTimer: Integer
-score: Integer
-timeCount: Float
+updateScore(Integer x): void
+Game Objects
GameObjects
#sprite: Sprite
#remove: Boolean
#displayable: Boolean
#rotation: Float
+update(): void
+render(SpriteBatch): void
+changePosition(Vector2 v): void
+die(): void
Entity
#healthPoints: Integer
#radius: Integer
#maxHealthPoints: Integer
#playerInRadius(): Boolean
WaterStream
StatBar
-height: Integer
+setBarDisplay(Float x): void
Fortress
-dispenser: BulletDispenser
-deadTexture: Texture
-healthBar: StatBar
+die(): void
+applyDamage(): void
+update(): void
FireStation
-textureLiving: Texture
-textureDead: Texture
+die(): void
+update(): void
FireTruck
-speed: Float
-flowRate: Float
-maxWater: Float
-currentWater: Float
-hitbox: Rectangle
#DIRECTIONS: String[9]
#ARROYKEYS: Integer[4]
#direction: Integer
-water: WaterStream
-tank: Statbar
-healthbar: Statbar
-firing: Boolean
-range: Float
+moveInDirection(): void
+updateDirection(): Integer
+update(): void
+playerFire(GameObject[0..*] targets): void
+entitiesInRange(): GameObject[0..*]
+objectInRange(GameObject object): Boolean
+die(): void
+replenish(): void
+isOnCollidableTile(Vector2 pos): Boolean
+Direction Key
+Angle of Rotation
Directions
-DIRECTIONS: Integer[9]
+fortress
Bullet
-speed: Integer
-velocity: Vector2
-maxDist: Float
-travelDist: Float
-hitBox: Circle
+fire(Vector2 initial): void
+changeDirection(Vector2 newDir): void
+bullets
+pattern
Pattern
-bullets: Bullet[0..*][0..*]
-waitTime: Float
-aim: Boolean
-cooldown: Float
-offset: Integer
-xtra: Integer
+AimedSet(int set, Vector2 aimDir): Bullet[0..*]
+bulletSet(int set): Bullet[0..*]
+weapon
BulletDispenser
-patterns: Pattern[0..*]
-firingPattern: Pattern
-owner: Entity
-currentPattern: Integer
-currentBullet: Integer
-patternTimer: Float
-patternTime: Float
-bulletTimer: Float
+update(Boolean fire): Bullet[0..*]
+addPattern(Pattern pattern): void
+pattern
+weapon