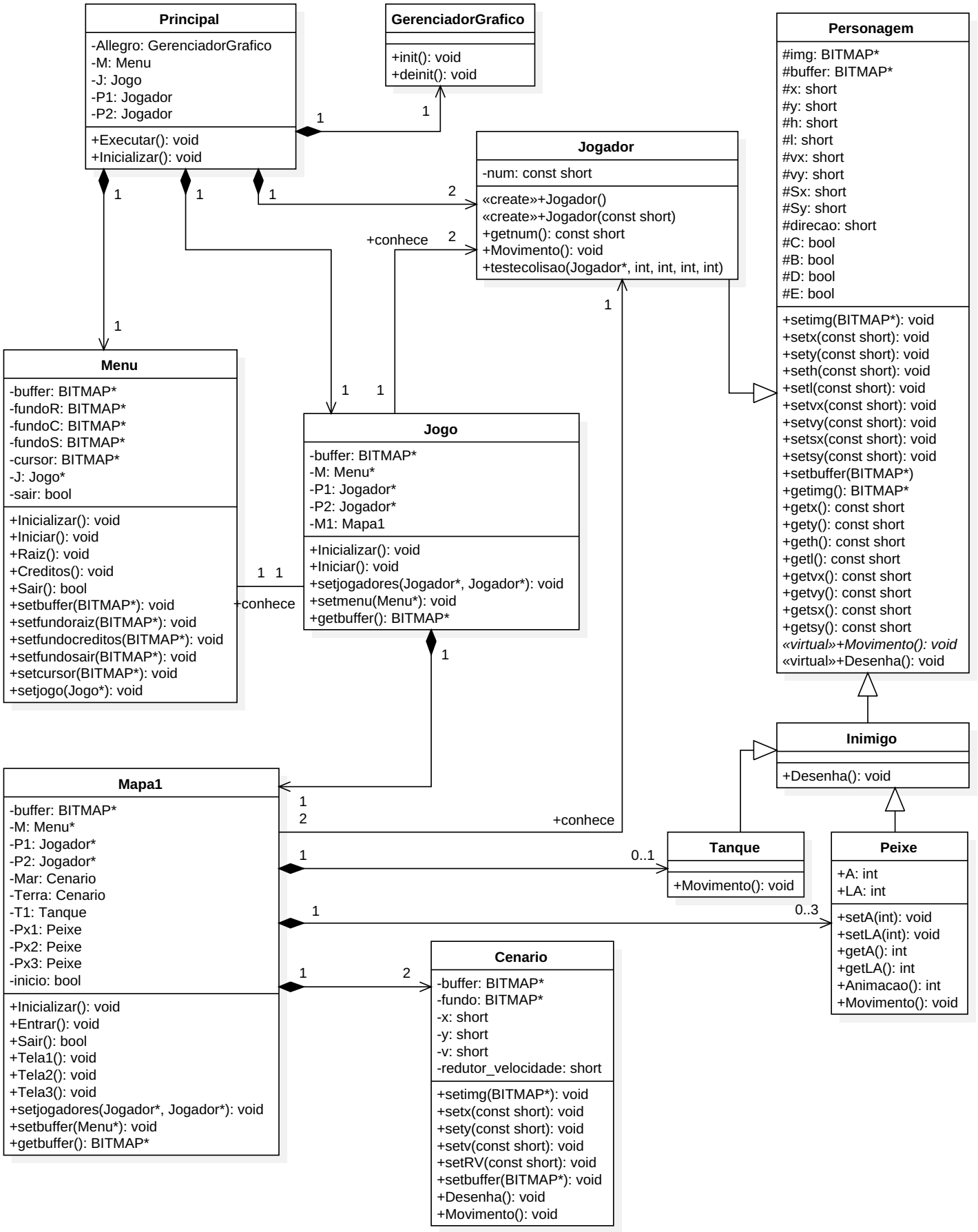
Model::Main


Principal
-Allegro: GerenciadorGrafico
-M: Menu
-J: Jogo
-P1: Jogador
-P2: Jogador
+Executar(): void
+Inicializar(): void
GerenciadorGrafico
+init(): void
+deinit(): void
Jogador
-num: const short
«create»+Jogador()
«create»+Jogador(const short)
+getnum(): const short
+Movimento(): void
+testecolisao(Jogador*, int, int, int, int)
Personagem
#img: BITMAP*
#buffer: BITMAP*
#x: short
#y: short
#h: short
#l: short
#vx: short
#vy: short
#Sx: short
#Sy: short
#direcao: short
#C: bool
#B: bool
#D: bool
#E: bool
+setimg(BITMAP*): void
+setx(const short): void
+sety(const short): void
+seth(const short): void
+setl(const short): void
+setvx(const short): void
+setvy(const short): void
+setsx(const short): void
+setsy(const short): void
+setbuffer(BITMAP*)
+getimg(): BITMAP*
+getx(): const short
+gety(): const short
+geth(): const short
+getl(): const short
+getvx(): const short
+getvy(): const short
+getsx(): const short
+getsy(): const short
«virtual»+Movimento(): void
«virtual»+Desenha(): void
Menu
-buffer: BITMAP*
-fundoR: BITMAP*
-fundoC: BITMAP*
-fundoS: BITMAP*
-cursor: BITMAP*
-J: Jogo*
-sair: bool
+Inicializar(): void
+Iniciar(): void
+Raiz(): void
+Creditos(): void
+Sair(): bool
+setbuffer(BITMAP*): void
+setfundoraiz(BITMAP*): void
+setfundocreditos(BITMAP*): void
+setfundosair(BITMAP*): void
+setcursor(BITMAP*): void
+setjogo(Jogo*): void
Jogo
-buffer: BITMAP*
-M: Menu*
-P1: Jogador*
-P2: Jogador*
-M1: Mapa1
+Inicializar(): void
+Iniciar(): void
+setjogadores(Jogador*, Jogador*): void
+setmenu(Menu*): void
+getbuffer(): BITMAP*
Inimigo
+Desenha(): void
Mapa1
-buffer: BITMAP*
-M: Menu*
-P1: Jogador*
-P2: Jogador*
-Mar: Cenario
-Terra: Cenario
-T1: Tanque
-Px1: Peixe
-Px2: Peixe
-Px3: Peixe
-inicio: bool
+Inicializar(): void
+Entrar(): void
+Sair(): bool
+Tela1(): void
+Tela2(): void
+Tela3(): void
+setjogadores(Jogador*, Jogador*): void
+setbuffer(Menu*): void
+getbuffer(): BITMAP*
Tanque
+Movimento(): void
Peixe
+A: int
+LA: int
+setA(int): void
+setLA(int): void
+getA(): int
+getLA(): int
+Animacao(): int
+Movimento(): void
Cenario
-buffer: BITMAP*
-fundo: BITMAP*
-x: short
-y: short
-v: short
-redutor_velocidade: short
+setimg(BITMAP*): void
+setx(const short): void
+sety(const short): void
+setv(const short): void
+setRV(const short): void
+setbuffer(BITMAP*): void
+Desenha(): void
+Movimento(): void
+conhece
+conhece
+conhece
0..1
0..3