Abstract class

- player

enums

- playerType
  - NPC
  - runner
- blockType
  - wall
  - free
- powerType
  - *List the powerups here*
- Action
  - MoveForward
  - MoveBackward
  - MoveLeft
  - MoveRight
  - Talk

Classes

- Coordinate
  - x : Int
  - y : Int
- Runner *extends Player*
  - name: str
  - inventory: Inventory instance
- Inventory
- Block
  - Location: Coordinate instance
  - Type: blockType
-

Game (singleton)

- Instantiate(): void

More…