Game Engines
Assignment 1 UML

Canvas

- - - Use - - ->

GameManager

- canvas: Canvas

- Update(): void
+ PlayAgain(): void

- - - Use - - ->

PlayerMovement

- moveforce: float

- jumpForce: float

- levelComplete: bool
- body: RigidBody2D

+ GetLevelComplete() bool
- Start() void
- Update() void
- OnCollisionEnter2D() void

Platform

- - - Use - - -

Use

Game Manager

Use

Player

Use

Use

Use

Use

Use

Transform
+ Position: Vector3
+ Rotation: Vector3
+ Scale: Vector3

Animator
+ Controller: AnimatorController
+ Avatar: Avatar
+ applyRootMotion: bool

RigidBody2D
+ mass: float
+ drag: float
+ angularDrag: float
+ rotation: float
+ position: Vector2
+ velocity: Vector2