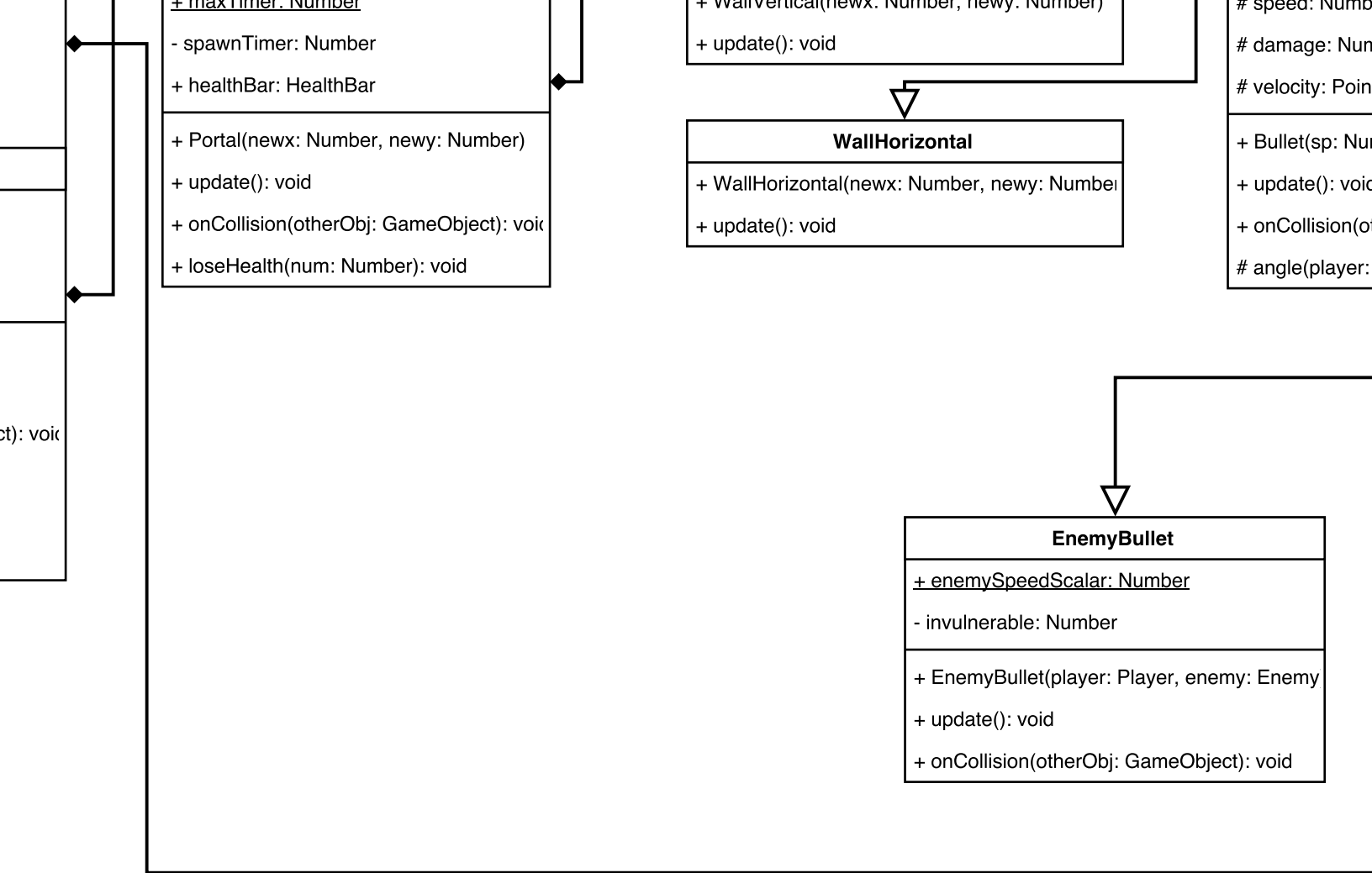
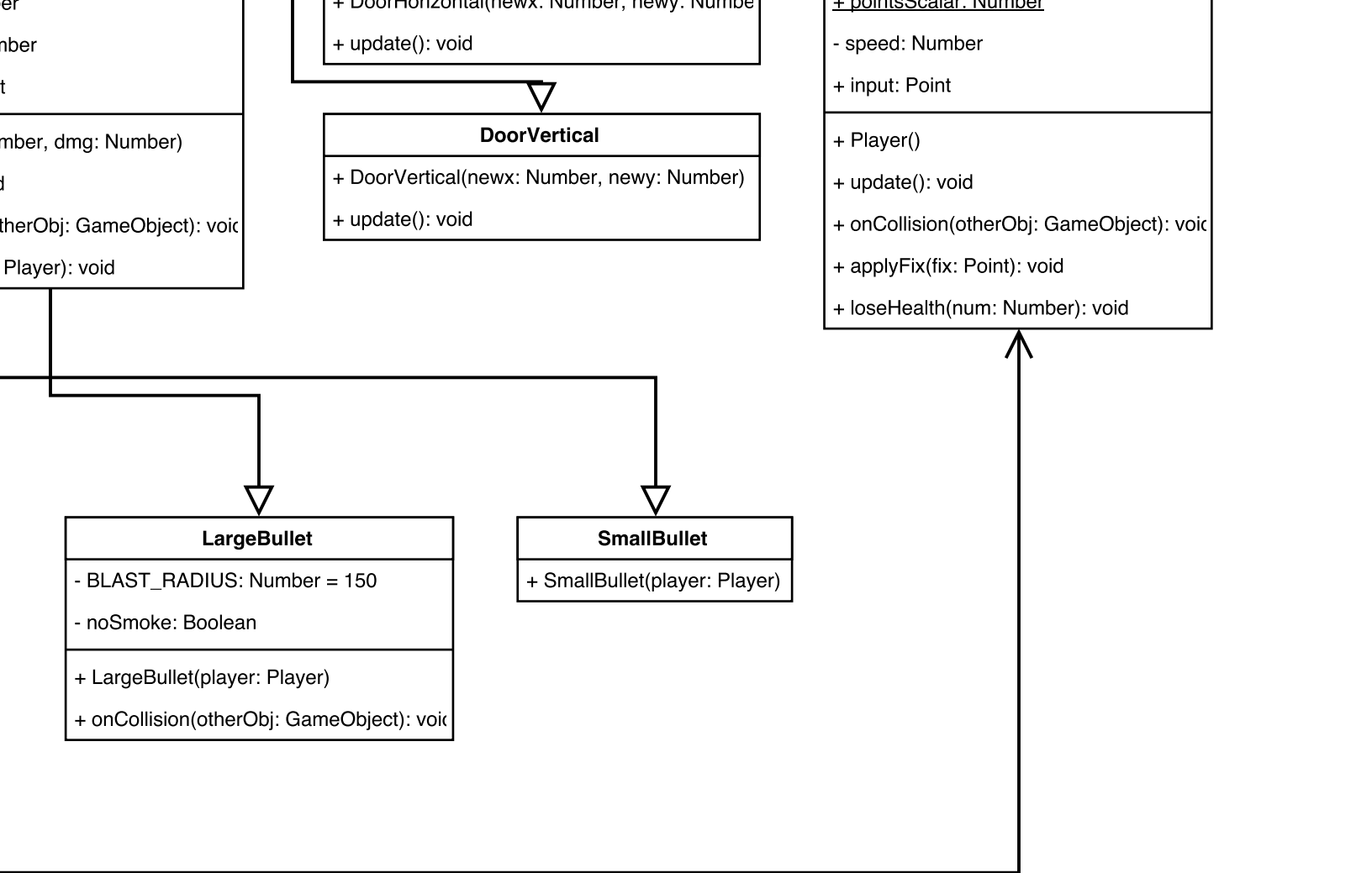


MovieClip
TextField

KeyboardState
<u>LEFT: int = 37</u>
<u>RIGHT: int = 39</u>
<u>UP: int = 38</u>
<u>DOWN: int = 40</u>
<u>W: int = 87</u>
<u>A: int = 65</u>
<u>S: int = 83</u>
<u>D: int = 68</u>
<u>Keys: Array</u>
<u>States: Array</u>
<u>StatesPrev: Array</u>
<u>onEnter(stage: Stage): void</u>
<u>onKeyDown(keyCode: int): Boolean</u>
<u>onKeyUp(keyCode: int): Boolean</u>

+ enemyDamageScalar: Number
- target: Player
- speed: Number
- moveTimer: Number
+ shootMax: Number
- shootTimer: Number
- velocity: Point
+ healthBar: HealthBar
+ Enemy(player: Player)
+ update(): void
+ onCollision(otherObj: GameObject): void
+ applyFix(fix: Point): void
+ loseHealth(num: Number): void
- randomDirection(): void





+ spawnPortal(): void
+ spawnHealthPack(): void
+ spawnEnemy(newx: Number, newy: Number): void
+ spawnNewRoom(): void
- onNewRoomEnter(): void
+ shootGun(bullet: Bullet): void
+ spawnParticle(p: Particle): void

+ update
- change
- handle
- handle
- initialize

e(): void

onKey(keyCode: uint, isDown: Boolean): void

onKeyDown(e: KeyboardEvent): void

onKeyUp(e: KeyboardEvent): void

onKeys(keys: Array): void