Player Jugador

~~Skills~~

~~Stats~~
+ HP = 100;
- ~~Add~~ ~~hpi~~ hp;
- skills Boon;
- ~~skills Debuf;~~

Skill Collector

pos X
pos Y
lengh
widh
active

FuRēmol

+ play OST()
+ plag sound ()
+ stop AllSounds()
+ mute()
+ unmute()
+ goToLvl()

+LOAD = 0   +ABOUT = 2
+MENU = 1   +INSTRUCTIONS = 3
GAME = 4

Paddle   sprite

~~pos X~~
~~pos Y~~
pos X
pos Y

{ lengh
  widh
  speed
  have Shield
  is Vulnerable
  poisoned
  is Invisible
  wall

Skill

+ BOON = True
+ DEBUF = False
+ ~~VE~~ WALL = 1
+ VEL_GROW = 2
+ POTION = 3
+ PADDLE_GROW = 4
  + HEAL_STATE = 5
  + SHIELD = 6
  + POISON = 7
  + MISSILE = 8
  + INVISIBLE = 9
  + CHANGE_DIRECTION = 10
  + PADDLE_DWARF = 11
  + VEL_DWARF = 12
  + VULNERABILITY = 13

+ TURN_OFF_SKILL_COLLECTOR = 14

- boon; Bool
- type; Int
- hits. Int
- lives; Int
- liveAmount; Int
- how Often; Int Double
- duration; Int Double
- sprite; Sprite

Movement

~~+ movePaddle()~~
~~+ move (Ball)~~
+ movePaddle (Sprite);
+ moveBall (Sprite)

MISSILE

~~SPRITE~~
~~s~~
sprite
~~SPE~~
speed
from ?

GlowEffect

sprite
Type

Game Mechanics

~~pos~~
WALL_TOUCHED = 10;
WORLD_WIDTH = X;
WORLD_LENGTH = X;
MARGIN_PADDLE_TO_SIDE = X;
MARGIN_PADDLE_TO_TOP = X;
    //   —BOTTOM = X;
FIELD_WIDTH = X;
FIELD_LENGTH = X;

decreaseLife (cuanto, jugador);
increaseLife (cuanto, jugador);

Wall

sprite
MAX_LIVE = 2
lives

HP BARS

~~sprite container~~
container Sprite
life Sprite
position X
position Y

Ball

sprite
speedX
speedY