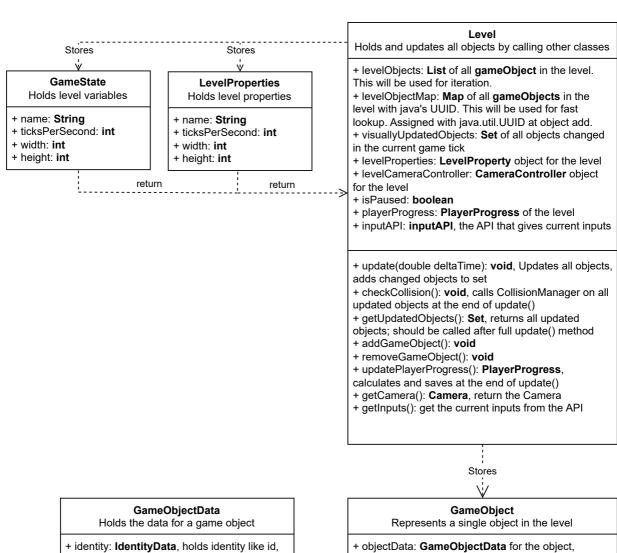
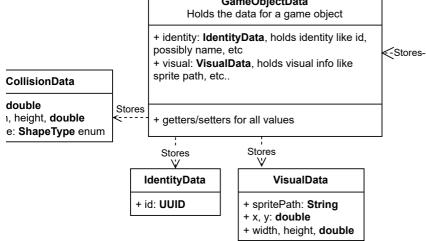
+ x, y: (+ width

+ shape





typically visual

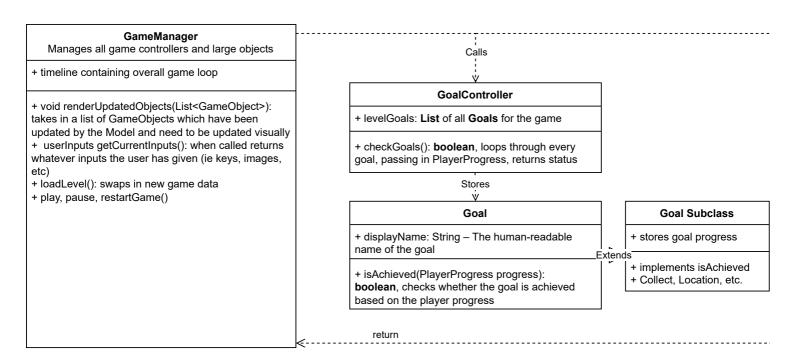
- + objectHandlers: List of Handlers for the object
- + level: Level object calling it

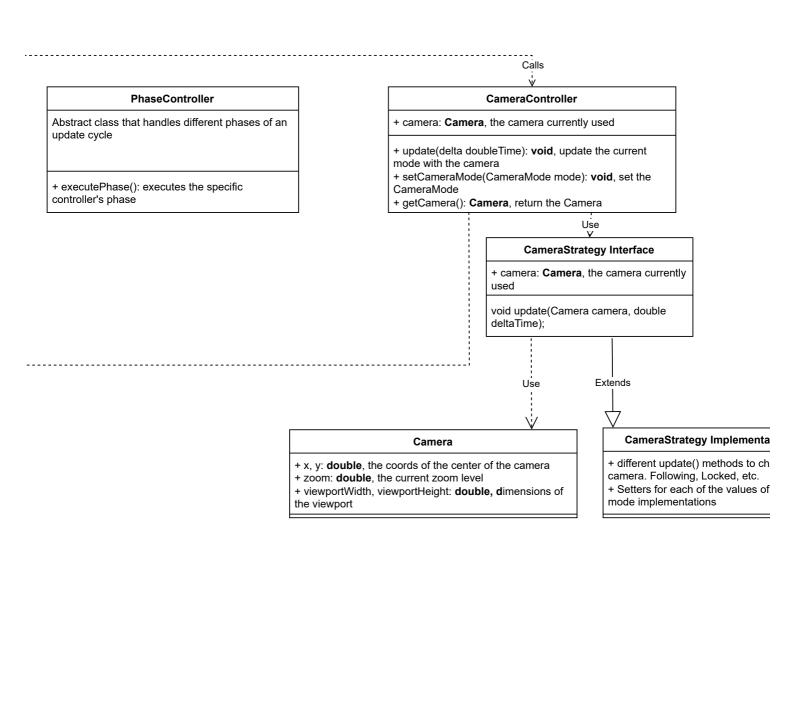
+ update(double deltaTime): boolean, Calls update on all handlers in a specific order: input \rightarrow Al \rightarrow physics \rightarrow collision \rightarrow animation.

Stores

UpdateHandler

- + owner: GameObject that owns the handler
- + update(double deltaTime): Updates variables in the level or game object





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