```
GameObject
 + GameObject()
 + GameObject()
 + Update()
 + SetModel()
 + SetShader()
 + SetRotate()
 + SetRotation()
 + SetPos()
 + SetScale()
 + GetPos()
 and 21 more...
      Player
+ hasToken
+ dd
+ refill

    speedBoost

+ death
+ dp
+ global
+ mainState
+ Player()
+ Player()
+ getFSM()
+ getHealth()
+ setHealth()
+ getPoints()
+ increasePoints()
+ getMultiplier()
+ setMultiplier()
+ getDamage()
and 21 more...
```