# Global

* Gravity
* airFriction

# Chapter

* roomNumber
* chapterNumber
* chapterName
* rooms = {}
* events = {}

# Room

* update
  + blocs.update()
  + entities.update()
* draw
  + blocs.draw()
  + entities.draw()
* X
* Y
* cardinality
* Blocs {}
* Entities {}

# Bloc

* X
* Y
* Id
* Other parameters

# Entity

* X
* Y
* Id
* Other parameters

# Event

* X
* Y
* Id
* Other parameters