

Object: Player

Attributes	Functions
_sprite = Cube	Walk()
_Weapon = M16	MoveCamera()

Object: Weapon

Attributes	Function
_sprite = M16	Shoot()
_amunition = 7	Reload()
	Recoil()
	Flash()

Object: Enemies

Attributes	Function
_sprite = Cube	ChangeColour()
	GetHit()
	Move()