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| --- |
| Characters (abstract) |
| Name  Size (16x16)  Speed  Movement  Hitpoints  HitpointsBase  Attack  AttackBase |
| Event() |

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| Berg |
| Name (herda do abstract)  Size(herda do abstract)  Inventory (herda da classe inventario)  Hitpoints(herda do abstract)  Attack(herda do abstract)  Armor  SpecialAtt  SpecialPoints |
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| People |
| Size (herda do abstract)  Hitpoints(herda do abstract)  Colour  Speed |
| Event()  White()  Blue()  Red()  Purple()  Yellow()  Pink()  Black() |

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| Zenith Particle |
| Size (1 pixel)  Movement  Colour |
| White()  Blue()  Red()  Purple()  Yellow()  Pink()  Black()  SetColour()  Get Colour() |

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| Doctor ??? (BOSS) |
| Name (herda do abstract)  Size (herda do abstract)  HitPoints(herda do abstract  HitPointsBase(Herda do abstract)  Attack(herda do abstract)  AttackBase(herda do abstract)  AttackType |
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| Items |
| Size(16x16)  Boolean IsVisible  Array requirement  ItemName |
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| Inventory |
| Array InvSpaces  ItemName (herda do items)  Array Gun  Array Mask  Array Special |
| setItem()  getItem() |

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| Menu |
| Boolean paused |
| isPaused() |

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| Phase |
| Background |
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