Attacks

\*

\*

Terrain

Hazard

Environment

1

1

1

Health Bar

1

1

1

Items

Picks Up

Hits

\*

Projectile

\*

\*

currrentHealth

attackDamage

Enemy

damage

velocity

currentHealth

maxHealth

currentLives

items

Shoots

\*

1

Player

Character

\*

\*

1

1