Attacks

\*

Terrain

Environment

1

1

1

1

1

Health Bar

1

1

\*

Hazard

damage

velocity

\*

attack()

currrentHealth

attackDamage

1

jump()

knockback()

shoot()

pickUpItem()

Items

Picks Up

Hits

\*

Projectile

\*

\*

Enemy

currentHealth

maxHealth

currentLives

items

Shoots

\*

1

Player

Character

\*

\*

1