Attacks

\*

Terrain

Environment

1

1

1

Health Bar

Item

PickUp(PlayerCharacter):void

Use(PlayerCharacter):void

Player

Character

1

1

Enemy

attack():void

currrentHealth: public int

attackDamage: public int

Damage: public int

Velocity: public int

Damage(int damage):void

knockback(float duration, float power, Vector3 direction ):void

Attack():void

Die():void

currentHealth: public int

maxHealth: public int

currentLives: public int

items: public Item[]

Picks Up

1

1

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Hazard

\*

1

Hits

\*

Projectile

\*

\*

Shoots

\*

1

\*

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1