















+setSpeedPlus(): void;

+setJump(): void;

+setFly(): void;



IDestroyYou
-invincible: boolean;
+IDestroyYou(float, float, int): void;
+super(): void;
+move(): void;
+draw(): void;
+invincible(): void;
+getInvincible():void;
+setInvincible():void;

