Raccoon Raiders Fayez Ahmed | February 18, 2023 Game - texture : Image - bgMusic : Audio + createGame(): Map Мар Characters - barriers : Barrier [] + health : double Enemy Final Boss - mainCharacter : Student + damage : double - enemies : Ememy [] + position : Position - final_boss : Final_Boss - move() : void - ifDead(): boolean - isBlocked() : boolean + isMatch(Position) : boolean Student Position Barrier + points : int - xCoordinate : int + time - yCoordinate : int + position : Position - length: int - ifWin() : boolean + getX_position(): int - collectReward() : void + getY_position(): int + setPosition(newX: int, new Y: int) : void - collectPunishment(): void + setX_position(newX : int) : void + setY_position(newY : int) : void Items + position : Position + value : int + setPosition(newX: int, new Y: int) : void + isMatch(Position) : boolean Coffee Bubble Tea Punishment