Raccoon Raiders Fayez Ahmed | February 18, 2023 Game - texture : Image - bgMusic : Audio + createGame(): Map <<Abstract>> Characters Мар - health : double - damage : double - position : Position - barriers : Barrier [] Final_Boss - mainCharacter : Student **Enemy** - enemies : Ememy [] - final boss : Final Boss + move(): void - isBlocked(Position) : boolean - isMatch(Position) : boolean + ifDead(): boolean + getHealth() : double + getPosition() : Position + setHealth(newH: double) : void + setPosition(newX: int, newY: int) : void + ifDead(): boolean Student Position **Barrier** - points : int - xCoordinate : int - position : Position - time: Clock - yCoordinate : int - 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 + getPosition(): Position + ifDead() : boolean + setY_position(newY : int) : void <<Abstract>> Items + position : Position + value : int + setPosition(newX: int, new Y: int) : void + getPosition(): Position Coffee Bubble_Tea **Punishment**