Raccoon Raiders Fayez Ahmed | February 18, 2023 Game - texture - bgMusic : Clip + 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 - isBlocked() : boolean - ifDead(): boolean + isMatch(Position) : boolean Student Position Barrier - xCoordinate : int + points : 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 Punishment Coffee Bubble Tea