**Base.cs**

Health()

Pre-condition : base has been initialized

Post-condition : health has been updated depending on situation

Direction()

Pre-condition: base has been initialized, user enters correct key

Post-condition: sprite is facing chosen direction

Height()

Pre-condition: image has valid height

Post-condition: height equals image height

Width()

Pre-condition: image has valid width

Post-condition: width equals image width

Image()

Pre-condition: Image has been loaded

Post-condition: Image return

Damage

Pre-condition: base is initialized

Post-condition:

Jump

Pre-condition: base is initialized, jump key has been pressed

Post-condition: sprite jumps

**Player.cs – inherits base.cs**

Movement

Pre-condition: player initialized

Post-condition: sprite moved set frames

Attack

Pre-condition: player is initialized, attack key has been pressed

Post-condition: player attacks

**Enemy.cs – inherits base.cs**

Movement

Pre-condition: enemy initialized

Post-condition: enemy moves according to pattern

**Sound.cs**

**Level.cs**

TranslateFile

Pre-condition: level is initialized

Post-condition:level is drawn

**Menu.cs**

**Game1.cs**

-Passes loads to Sound.cs, Level.cs, Player.cs, Enemy.cs