

+ draw(): void

+ getHitbox():

- moveSpaces

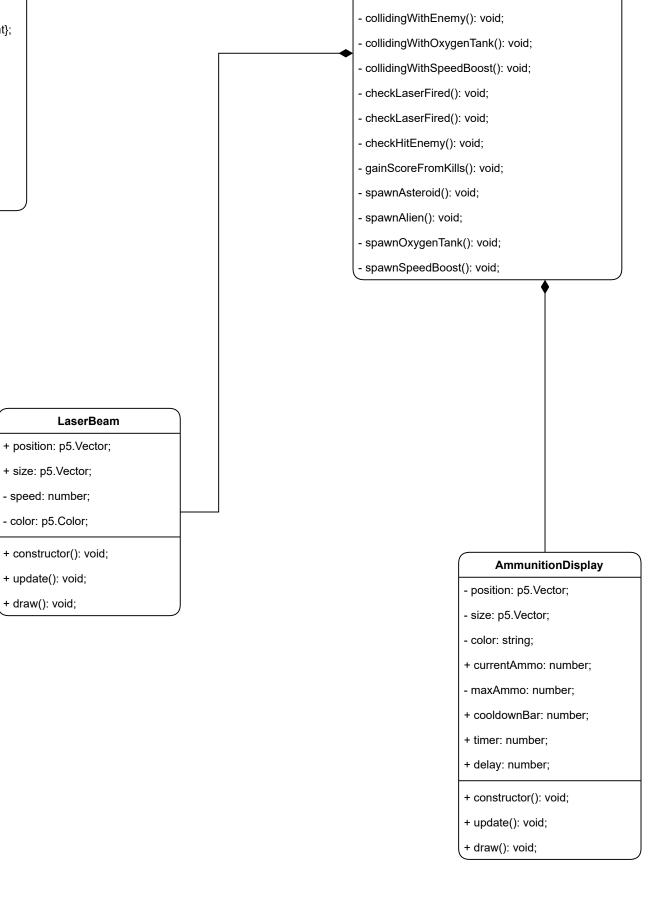
+ shootLaserE

+ boostedSpa

+ regularSpac

+ explode(): v

+ explodingSp



OxygenDisplay

- position: p5.Vector;

+ oxygenLevel: number;

+ maxOxygenLevel: number;

size: p5.Vector;

- color: string;

- intervalld: any;

- isPaused: boolean;

+ constructor(): void; + update(): void;

+ draw(): void;

+ pause(): void;

+ resume(): void;

+flashScreen(): void;

{x, y, width, height};

ship(): void;

Beam(): void;

ceship(): void;

eship(): void;

aceship(): void;

+ size: p5.Vector; - speed: number; - color: p5.Color;

+ update(): void;

+ draw(): void;