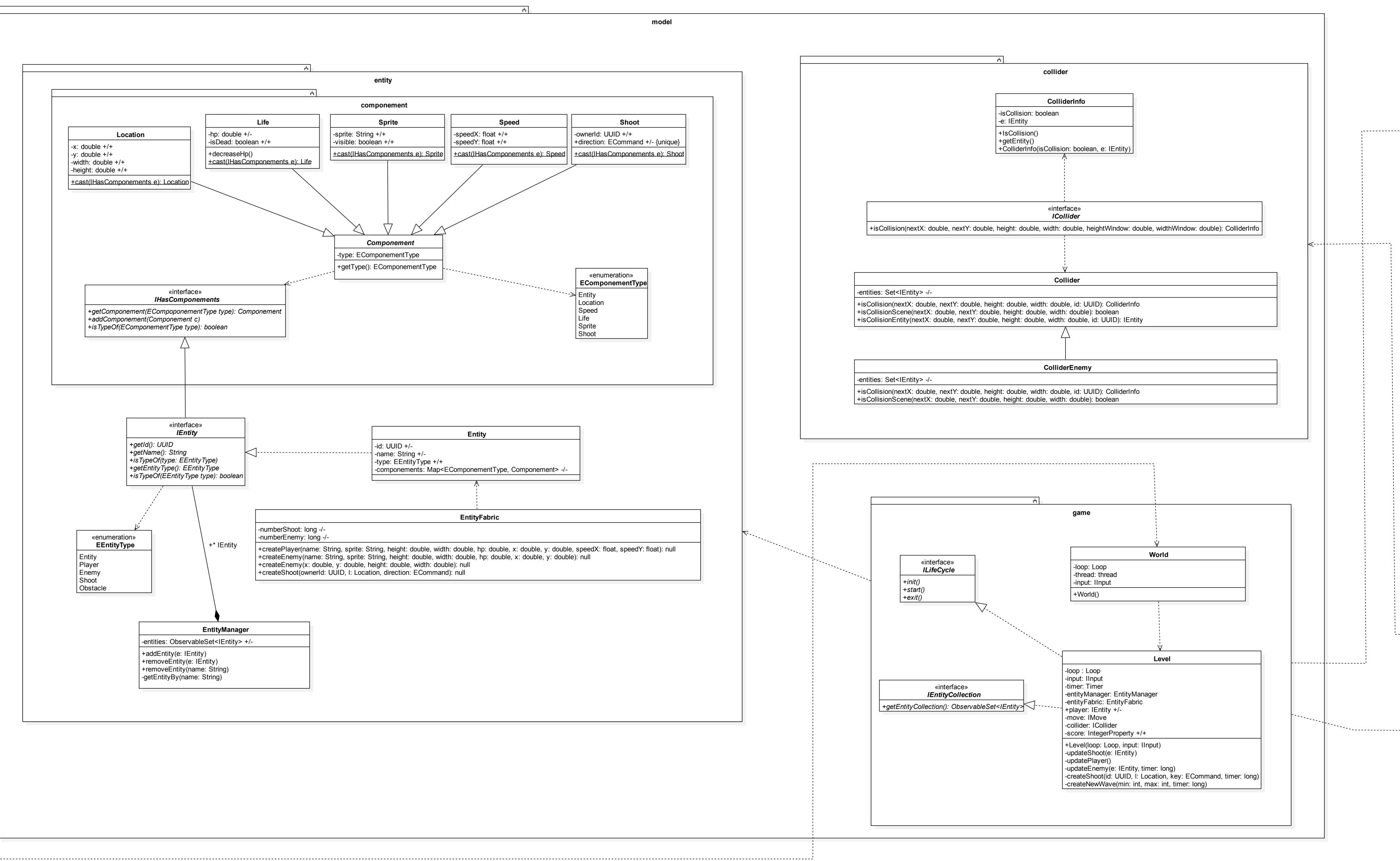
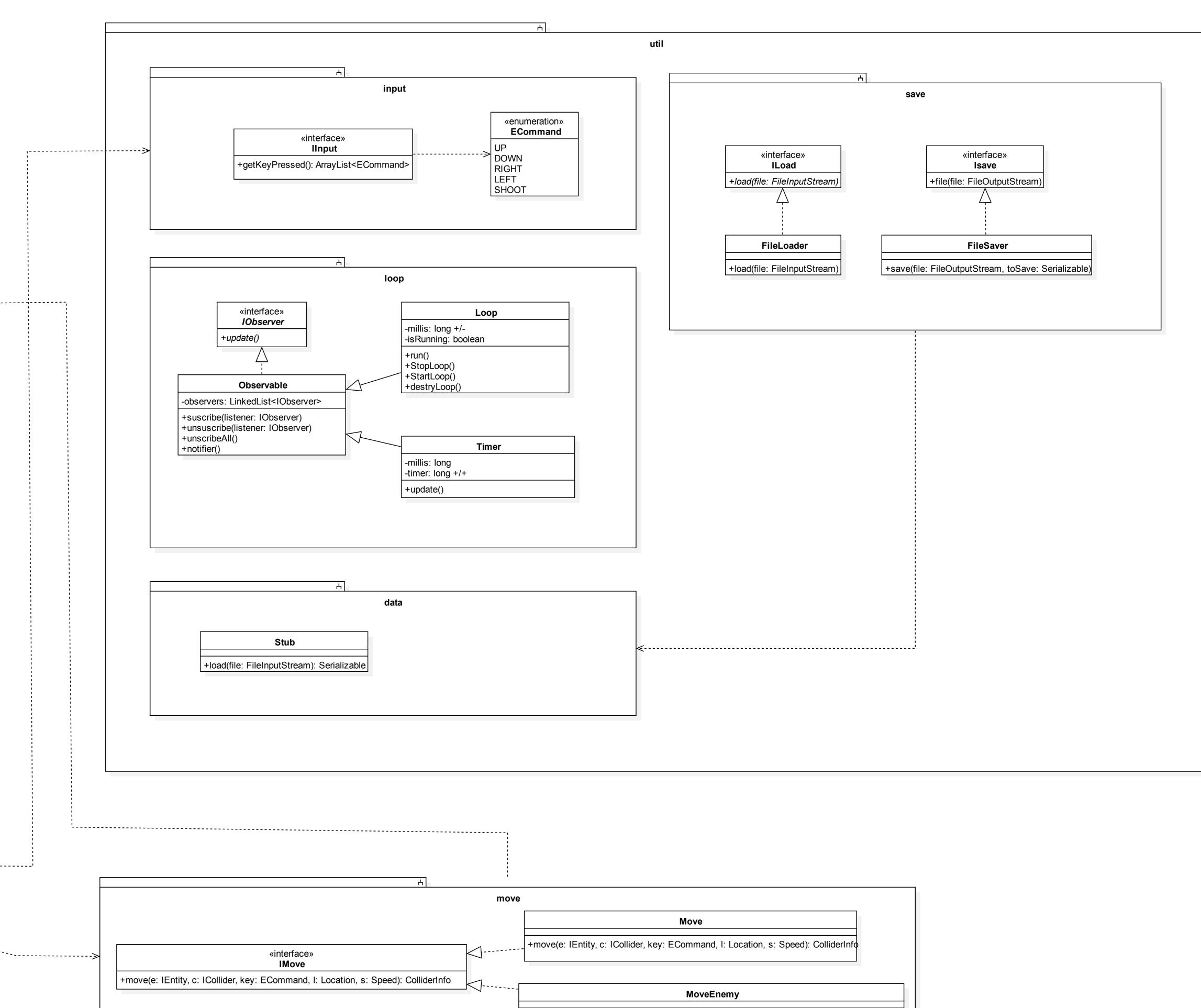
GameActivity #onCreate() -layout: ConstraintLayout -layoutWidth: int -layoutHeight: int -timer: Timer -loop: Loop -thread: Thread -world: World #onCreate()
#onPause()
#onResume()
#onStop()
#update() #onCreate() ScoreActivity #onCreate() #onCreate() GameView #onTouchEvent() #onDraw() +update()

thegameship





+move(e: IEntity, c: ICollider, key: ECommand, IPlayer: Location, senemy: Speed): ColliderInfo