

Model::Main

PlayerMovement
+moveSpeed: float -gravity: float +isFlippedY: bool +directionX: float +grounded: bool
-UpdateAnimationState()

PlayerAimProjectile
-startTime: float +lifeTime: float +speed: float

WaypointFollower
-currentWaypointIndex: int -speed: float
+Operation1()

PlayerLife
-checkpointPos: Vector2 -defaultRespawnPos: Vector2 -isAlive: bool
+GetIsPlayerAlive() +UpdateCheckpoint() +Die()

CameraMovement
-speed: float -maxPosition: Vector2 -minPosition: Vector2

EnemyPatrol
+speed: float
-Flip()

SceneWarp
+direction: Vector2 +pos: int

EnemyShoothing
-timer: float -maxTime: float
-Shoot()