**Vector2D**

double x,y

-lengthSquared():double

**GameModel**

-update(float):void

has

**GameMap** 1

has

**Platform** n

has

**PlatformBlock** n

has n

**Obstacle**

has

**Player** 1

has

**PhysicsManager** 1

-update(float):void

has

**PBody** n

bool stationary
bool gravity
Vector2D size
Vector2D position
Vector2D movemant

is

is

is