

# Game Object

- width: int
- height: int
- xCoordinate: int
- yCoordinate: int

## Player

- hasItem: bool
- + Pickup()
- + Drop()
- + getPlayerPosition()

## Enemy

- strikingDistance: int
- + getEnemyPosition()
- + attackEnemy()

## Scene

- isDoor: bool
- inCastle: bool
- + spawnItem(double x, double y)

## Item

- isKey: bool
- isSword: bool
- isChalice: bool

