

Player

```
+ Player(int windowWidth,  
  int windowHeight)  
+ void moveLeft()  
+ void moveRight()  
+ void moveUp()  
+ void moveDown()  
+ int getSpeed() const  
+ void setSpeed(int newSpeed)  
+ int getX() const  
+ int getY() const  
+ void setX(int x)  
+ void setY(int y)  
+ void reset()  
+ Rect::My_Rect getCollision  
  Rect() const  
+ int getHealth() const  
+ void setHealth(int  
  newHealth)
```