

Responsibilities:

Draw/Update

Collision Handling

Drawing Statistics

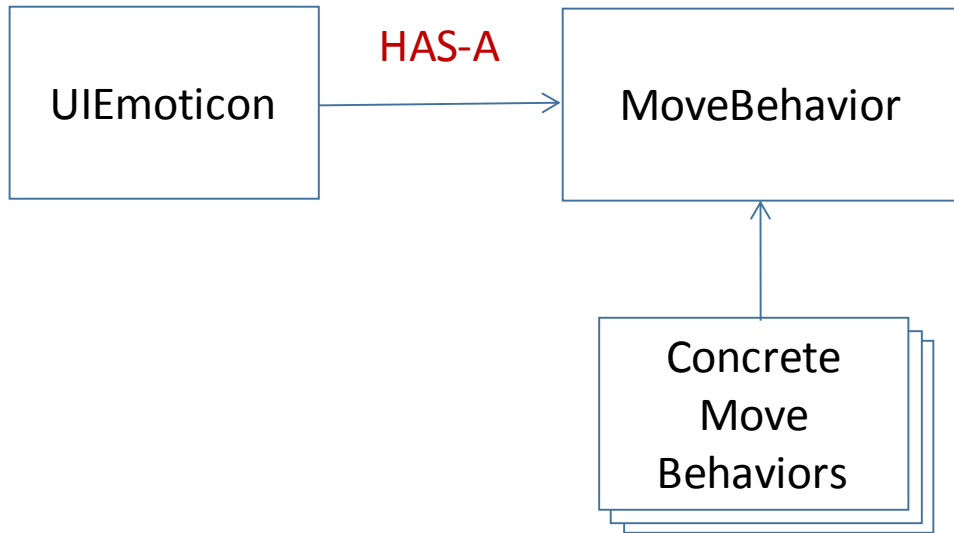
Keyboard Input

B E F O R E

Draw/Update

Collision Handling

N O W



```
protected UIHero UIHero { get; }  
  
public abstract void Move(UIEmoticon uiEmoticon);
```

#1 Functional Menu

#2 New Opponent State - Freeze

#3 Improved Opponent Shooting

#4 Improved Opponent Moving

#5 Health & Armor Bars