

## Astronaut

- + Astronaut()
- + ~Astronaut()
- + movement()
- + wander()
- + flee()
- + getSprite()
- + getPosition()
- + Normalise()
- + update()
- + getCollisionRect()
- + getSeekRect()
- + abducted()
- + setAbducted()
- + getAbducted()
- + setPosition()