

Both players can have multiple active power-ups and the power-ups could affect more than one player. The same logic applies to traffic cars.

For Besties In Harmony and Tangled Twist, the 0..2 multiplicity means 0 or 2, not 0, 1, or 2. This is because the power-up either affects both players or it affects no one.

In these classes below, we only added the attributes and methods that are not in the Parent Class.  
The exceptions to this are the "affect\_both\_players", "affect\_player", and "affect\_traffic" methods. These are not used in every power-up. Thus, if a method from this trio is not written in the Child Class, it's because its not being used (only passed).

