Class: player.js

Player(int x, int y)

Void: HandleInput()

Void: Update()

Private int: X

Private int: Y

Public enum: playerStates

{IDLE, JUMP, FALL}

Private playerStates: state

Private Texture2D: texture

Class: Server

Server(int port)

Void: SendMessages ()

Void: CheckMessages ()

Void: CheckLogic ()

Void: CloseServer ()

Array: Player[player]

Class: game.js

Void: preload ()

Void: create ()

Void: update ()

Void: render ()

Player: player

Server: server

Class: client.js

Client(string ip, int port)

Void: SendMessage ()

Void: GetMessages ()

Int: ID

Class: boot.js

Void: load ()

Class: logic.js

Void: checkCollision ()

Void: calculateKnockback ()

Class: sound.js

Void: Sound (string name)

Class: play.js

Void: load ()

Class: menu.js

Void: load ()