







Use

- update (_event : f.Eventf): void

enumeration ACTION
IDLE: Idle
WALK: Walk
JUMP: Jump

enumeration Direction
LEFT
RIGHT

+ lastHitIndex : number
- collectedCoins : number
- lives : number
- jumps : number
+ generateSprites(_txtImage : f.TextureImage): void
+ show(_action : ACTION): void
+ act(_action : ACTION, _direction? : DIRECTION): void
- update (_event : f.Eventf): void
+ jumping(): void
- loseLive(): void
- rotateSprite(direction: number): void
- checkCollision(): void
- collectCoins(): void
- hitPlayer(): void