



	Sound
	+ atmoDelay: number
	- sounds: Sounds
	+ muted: boolean
	+ musicStarted: boolean
< <interface>&gt; Sounds [id: string]: HTMLAudioElement</interface>	+ init(): void  + play(_id: string): void  + playAtmo(_delay: number = Soid

- update (\_event : f.Eventf): void

enumeration ACTION

IDLE: Idle

WALK: Walk

JUMP: Jump

enumeration

Direction

LEFT

RIGHT

+ lastHitIndex : number

- collectedCoins : number

lives : numberjumps : number

+ <u>generateSprites(\_txtImage</u> : 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