Falcon + x : Int Modelagem Física - Desert Falcon + y : Int + z : Int + x velocity : Double + y_velocity : Double + z velocity : Double + box : Box + image : Sprite + constructor (x : Int, y : Int, z : Int) : Void + destructor (): Void + render (): Void GameObject + notifyCollision (other GameWindow : GameObject) : Bool + x : Int Extends + moveLeft (): Void + y : Int + width: Int + z : Int + moveRight (): Void + height : Int + x_velocity : Double + moveUp(): Void + image : Sprite **Sprite** + y_velocity : Double + moveDown (): Void + falcon : Falcon + z velocity : Double + hiero : Array <Hiero> + constructor + box : Box (file_name : String) : + image : Sprite Void + constructor (x : Int, y + destructor (): Void : Int, width : Int, height + constructor (x : Int, y + render (x : Int, y : : Int) : Void : Int, z : Int) : Void Int, z: Int): Void + destructor (): Void + destructor (): Void + width (): Int + overlapsWith (other: + update (): Void Hiero + height (): Int GameObject): Bool + render (): Void + update (): Void + x : Int + isEqual? (other: + render (): Void + y : Int GameObject): Bool Extends - button_down (id : Int) + z : Int + isDead? (): Bool : Void + x velocity : Double + notifyCollision (other + y velocity : Double : GameObject) : Bool + box : Box + image : Sprite Box + x : Int + constructor (x : Int, y + y : Int : Int, z : Int) : Void + width : Int + destructor (): Void + height : Int + update (): Void possui + render (): Void + constructor (x : Int, y + notifyCollision (other : Int, width : Int, height : GameObject) : Bool : Int) : Void + destructor (): Void + overlapsWith (other: GameObject): Bool