

Form1
<ul style="list-style-type: none"> - playerBlock: bool - enemyBlock: bool - random: Random - enemySpeed: int - index: int - playerHealth: int - enemyHealth: int - enemyAttack: List<string> - onCooldown: bool cooldownTimer: Timer - playerSpeed: int - socos: int - socosNimigo: int - onPause: bool - pauseMenu: Panel - continueButton: Button - restartButton: Button - exitButton: Button
<ul style="list-style-type: none"> - BoxerAttackTimerEvent(): void - BoxerMoveTimerEvent(): void - KeyIsDown(): void - KeyIsUp(): void - DoAttack(side: string): void - ResetGame(): void - SetupPauseMenu(): void