Form1

- 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

- socosInimigo: int

- onPause: bool

- pauseMenu: Panel

- continueButton: Button

- restartButton: Button

- exitButton: Button

- BoxerAttackTimerEvent(): void

- BoxerMoveTimerEvent(): void

- KeyIsDown(): void

- KeyIsUp(): void

- DoAttack(side: string): void

- ResetGame(): void

- SetupPauseMenu(): void

Form