|  |
| --- |
| **Player (Go to bottom of doc)** |
| Health:int  Move speed:int |
| \_\_init\_\_()  Move() |
| *Player Move speed* |
| Friction:Float  Accelerartion:Float |
| \_\_init\_\_()  Move() |

|  |
| --- |
| **Entity** |
| move\_speed: int  friction: float  acceleration: float |
| \_\_init\_\_()  Move()  Noclip() |

|  |
| --- |
| **Gameworld** |
| World\_load:boolean |
| \_\_init\_\_()  Player()  Noclip()  Enemy() |

|  |
| --- |
| **Box** |
| Pushable:boolean |
| \_\_init\_\_()  Move()  Noclip() |

|  |
| --- |
| **Wall** |
| No\_clippable:Boolean |
| \_\_init\_\_()  Noclip() |
| **Player (Go to bottom of doc)** |
| Health:int  Move speed:int |
| \_\_init\_\_()  Move() |
| *Player Move speed* |
| Friction:Float  Accelerartion:Float |
| \_\_init\_\_()  Move() |