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

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| **Enemy** |
| Damage: integer |
| \_\_init\_\_()  Move() |
| *Enemy Move speed* |
| Friction: Float  Acceleration: Float |
| \_\_init\_\_()  Move() |

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

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| **Wall** |
| No\_clippable:Boolean |
| \_\_init\_\_()  Noclip() |

Format

Italics are subclasses

Bold are normal classes

New table is new class

UML diagram format