

Interface	Package	Controls	Require	Implemented by	
IKeyListener	utils				
IAI	model.character	NPCRangeControl, NPCMoveContro	Optional		
ICollidable	model	GhostControl	CollisionShape, Width, height, CollisionGroup		
IDamageable	model	ImmunityControl	ImmunityTime		
IKillable	model.character				
IModeledNode	model		Load resource		
INode	model	ModelControl	Instance of the specific model		
ISpawnable	model				
IActivateable	model.gameObject				
Abstract class					
AbstractCharacter	model.character				
AbstractGameObject	model				
AbstractInanimateObjec	model.gameObject				
AbstractNPC	model.character				
Controls					
AbstractMoveControl					
CollisionObjectListener					
ModelControl					
NPCMoveControl					
NPCRangeControl					
PlayerHealthControl					
PlayerMoveControl					
SpawnControl					
ImmunityControl					