

Taller de Repaso No.2

Main
+settings(): void + setup(): void + draw(): void + keyPressed(): void + drawPlayer(Player p): void + drawSlowEnemie(Enemie e): void + drawFastEnemie(Enemie e): void + drawBullet(Bullet b): void

Player
- x: float - y: float - vel: int
+ Personaje(float, float) + setX(float): void + setY(float): void + getX(): float + getY(): float + left(): void + right(): void

Enemie
- Enemies: int [] - x: float - y: float - vel: int - vida: int - vel: int
+ Enemie(float, float, int, int) + setX(float): void + setY(float): void + getX(): float + getY(): float + moveDown(): void + setVida(int): void + getVida(): int

Bullet
- Bullets: int [] - x: float - y: float - vel: int
+ Bullet(float, float, int) + moveUp(): void

