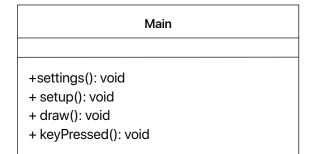
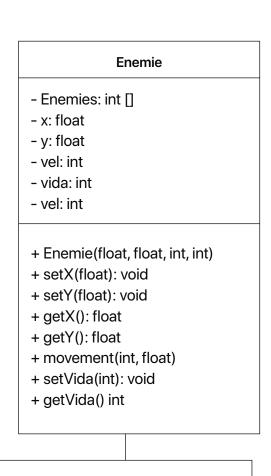
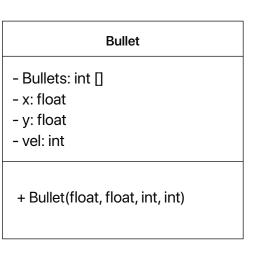
Taller de Repaso No.2



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





SlowEnemie

+ SlowEnemie(float, float, int, int)

+ FastE

+ FastEnemie(float, float, int, int)