

## Player getName() getScore() getX() getY() aetWidth() getHeight() getYVelocity() getXVelocity() getBottom() getTop() getColor() isTagger() isPhaseMode() isOnGround() getOriginalColor() addScore() setTagger() setPhaseMode() setOnGround() setYVelocity() setX() setY() setOriginalColor() moveLeft() moveRight() jump() applyPhysics() landOn() hitHeadOn() getBounds() draw()