GameManager

- player: player
- currentLevel: int
- levels: List<Level>

+ start_game(): void
+ load_level(level: Level) : void
+ next_level(): void
+ game_over(): void
+ level_complete(): void

Player

- position: Vector2
- velocity: Vector2
- canMove: bool

+ move(): void
+ check_for_light(): void

Guard

- position: Vector2
- isPatrolling: bool
- alertRange: float

+ patrol(): void
+ detect_player(): void
+ alert(): void

Level

- levelNumber: int
- barrierBlocks: List<BarrierBlock>
- switches: List<Switch>
- guards: List<Guard>
- finishZone: FinishZone
- lightSources: List<LightSource>

+ load(): void
+ unload(): void
+ check_completion(): void
+ add_light_source(light: LightSource): void
+ remove_light_source(light: LightSource): void
+ add_gaurd(gaurd: guard): void
+ remove_gaurd(gaurd: guard): void

LightSource

- isActive: bool
- position: Vector2
- intensity: float

+ activate(): void
+ deactivate(): void

Switch

- position: Vector2
- isActivated: bool

+ activate(): void
+ deactivate(): void

BarrierBlock

- isActive: bool
- position: Vector2
- canPassThrough: bool

+ activate(): void
+ deactivate(): void
+ move(direction: Vector2): void
+ check_collision(position: Vector2): bool
+ snap_to_grid(): void