

<<enum>>
CHARACTERSTATE

DEFAULT IDLE JUMP WALK ATTACK DEATH

<<enum>>
DIRECTION

<<enum>>
ENVIRONMENTTYPE PLATFORM = "Platform" BACKGROUND = "Background"

<<enum>>
COLLISIONTYPE

ENVIRONMENT = "Environment"
ENEMY = "Enemy"
PLAYER = "Player"
ITEM = "Item"
FINISH = "Finish"
MISSING = "Missing"

<<enum>>
COLLISIONDIRECTION RIGHT = "Right"
LEFT = "Left"
TOP = "Top"
BOTTOM = "Bottom"
ERROR = "Error"