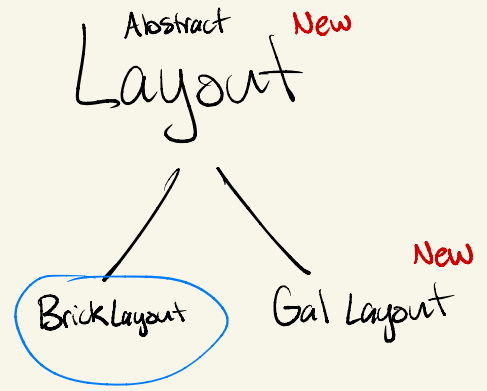
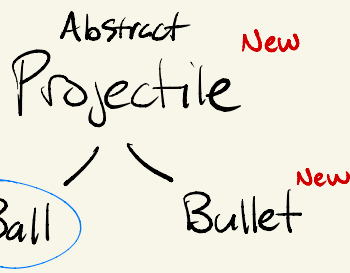
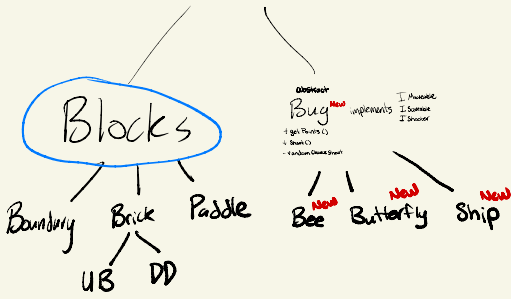


New **Entity**
implements ICollidable
+ getAge() : int
+ getAge() : int
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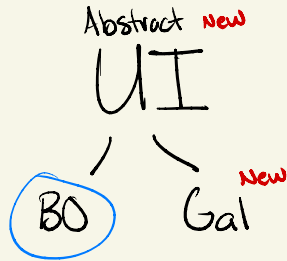


New **IMovable**
handleMovement()

New **ICollidable**
handleCollision(projectile)

New **IScorable**
getPoints()

New **IShooter**
double projLifetime
Shoot()



GameController

AnimationController

PlayerController

HSController