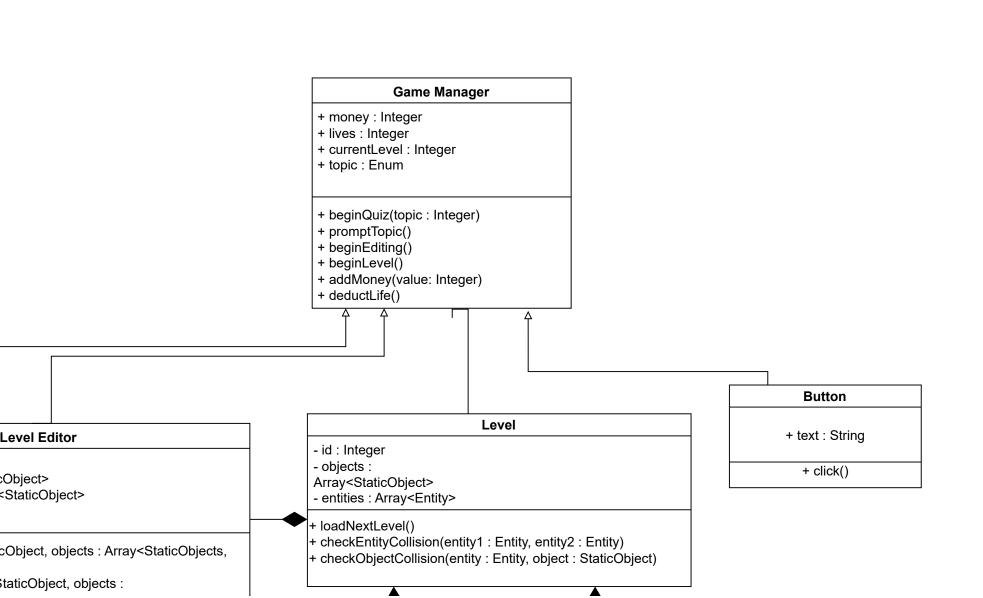
Quiz - timer : Timer - points : Integer - topic : String + generateQuestion()

- + checkAnswer(input : String)
- + decrementTimer()

- + selected : StaticObject
- + newObjects : Array <Station
- + purchaseableItems: Array
- + prices : Array<Integer>
- + addObject(selected : Stati position : Vec2)
- + removeObject(selected : S



+ startQuiz() Question + questionStr : String - answerStr : String

Array<StaticObjects>)

Player

moveSpeed : FloatjumpHeight : FloatattackCooldown : FloatattackDamage : FloatHealth : Float

+ attack(direction : Enu

+ move(direction : Enur + jump(strength :

Float)
+ spawn(position :
Vec2)

