





+ assessmentTimer()
+ startQuiz()

Array<StaticObjects>)



Question

+ questionStr : String
- answerStr : String

Player

- moveSpeed : Float
- jumpHeight : Float
- attackCooldown : Float
- attackDamage : Float
- Health : Float

+ attack(direction : Enum)
+ move(direction : Enum)
+ jump(strength : Float)
+ spawn(position : Vec2)

