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Player; Eigenschappen

```
_controller    :controller = null  
_speed         :number = 0
```

Player; Functies:

```
Init(e:Event):void  
Loop(e:Event):void
```

Ai; Eigenschappen:

```
_speed : number = 0  
_maxSpeed: number = 0  
_balls: array  
_target : Ball
```

Ai; Functies:

```
Ai()  
Init(e:Event) :void  
Gettarget() :void  
Loop(e:Event) :void
```

Balls; Eigenschappen

```
_movement:Point
```

Balls; Functies

```
movement(m:Point):void  
xMove():Number  
xMove(move:Number):void  
init(e:Event):void  
reset():void  
restart(e:TimerEvent):void  
loop(e:Event):void  
destroy():void
```