Game Object Design

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| Object | Properties (nouns) | Methods (verbs) |
| Player (Mil.K) | * Height * Width * Mass * HP * Speed * Texture * Visibility | * Walk * Run/sprint * Crouch * Hide * Sneak * Jump |
| Cook.E | * Height * Width * Mass * HP * Speed * Texture * Visibility * Strength | * Walk * Run/sprint * Crouch * Sneak * Slash * Punch * Jump |
| Borbble | * Height * Width * Strength * Mass * HP | * Float * Bounce |
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