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| --- |
| Main Character |
| - gp: GameWindow  - keyI: KeyInput  - up1: BufferedImage  - up2: BufferedImage  - down1: BufferedImage  - down2: BufferedImage  - right1: BufferedImage  - right2: BufferedImage  - left1: BufferedImage  - left2: BufferedImage  - x: int  - y: int  - speed: int  - direction: String |
| + MainCharacter(gp: GameWindow, keyI: KeyInput)  + setDefaultValues(): void  + getPlayerSprite(): void  + update(): void  + draw(g2: Graphics2D): void |