Hero

position
direction
gun_state
speed
points
lives
icon
alive
spawn

---

move()
shoot()
die()
collect()
dig()
respawn()

Nobbin

position
speed
icon
alive
spawn

---

move()
collect()
die()
respawn()

Gold

position
ground_under
fallen
icon

---

fall()
move()
kill()
transform()

Hobbin

---

dig()

<<Interface>>
Collectible

position
points
icon
state

die()

Bonus

Emerald

BrokenGold

time_till_despawn