

## Form1

- platforms: list
- rand: Random
- lastY:float
- player: Player
- gameTimer: Timer
- leftPressed: bool
- rightPressed: bool
- jumpPressed: bool
- cameraY: float

### + Form1()

- InitializeComponent():void
- + GeneratePlatform(): void
- # ProcessCmdKey(ref msg: Message, keyData: Keys): bool
- # OnKeyUp(e: KeyEventArgs): void
- + GameLoop(sender: object, e: EventArgs): void
- + UpdateGame(): void
- # OnPaint(e: PaintEventArgs): void