Position
- x : int
- y : int

GameObject
- position : Position

EnemyType
- SID
- FRANCISCO
- VANDO
- EnemyType() : void
- values() : EnemyType[]
- valueOf(String) : EnemyType

Ladder

Movable
- move() : void

CollisionDetector
- hasCollision(GameObject[]) : boolean

Platform

Key

KeyboardListener
- keyPressed(KeyboardEvent) : void
- keyReleased(KeyboardEvent) : void

ConstantPosition

«create»

Enemy
- collisionDetector : CollisionDetector
- enemyType : EnemyType
- move() : void

Player
- keyboardListener : KeyboardListener
- collisionDetector : CollisionDetector
- startListening() : void
- move() : void

Level
- constantPosition : ConstantPosition
- gameObjects : GameObject[]
- createEntities(int) : void

Francisco

Sid

Vando

Arena
- height : int
- width : int
- level : Level
- player : Player
- createLevel(int) : void
- play() : void

Menu
- display() : void

Game
- arena : Arena
- init() : void
- start() : void

«create»

«create»

Main
- main(String[]) : void

Direction
- UP
- DOWN
- LEFT
- RIGHT
- values() : Direction[]
- valueOf(String) : Direction