UML Class Diagram
Concept #17

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Sound

- ambiant : [sound]
- playerSound : [sound]
- worldSound : [sound]

+ play ( )

Block

- posX : int
- posY : int
- topBlock : boolean

NPC

- posX : int
- poxY : int
- text : string

+ speak( )
+ move ( )

World

- stage : int
- chekpoint : int

+ display ( )
+ die ( )
+ reload ( )
+ reset ( )

Player

- posX : int
- posY : int
- direction : boolean
- collisionX : boolean
- collisionY : boolean
- movX : boolean
- movY : boolean

+ jump ( )
+ move (right : boolean)
+ isMoving ( )

Walks on

Texture

- texture : [img]
- textureTop : [img]

1..*

Background

- background : [img]
- middleDecor : [img]

1

Glitch

- posX : int
- posY : int
- activate : boolean
- collisionX : boolean
- collisionY : boolean

+ appear ( )
+ move ( )

Collides on