```
PhysicObject

    facingPosition

# id
# myBody
# numFootContacts
# updatable
# vulnerable
# ticksTillVulnerable
# globalCount
+ PhysicObject()
+ ~PhysicObject()
+ getId()
+ move()
+ getObjectType()
+ getTypeForSerialization()
+ handleCollisionWith()
+ handleStopCollidingWith()
+ getMyBody()
+ getPositionX()
and 10 more...
# notify()
# getWidth()
# getHeight()
         Powerup
# effectAmount
# initialX
# initialY
+ Powerup()
+ ~Powerup()
+ haveEffectOn()
+ getTypeForSerialization()
+ setBody()
+ getWidth()
+ getHeight()
# getObjectType()
        AmmoPack
+ AmmoPack()
+ ~AmmoPack()
+ haveEffectOn()
+ getTypeForSerialization()
      BigAmmoPack
+ BigAmmoPack()
+ ~BigAmmoPack()
+ getTypeForSerialization()
```