

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()