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()

Character

hp
maxHp
currentWeapon
readyToAttack
ticksPassed

+ Character()
+ ~Character()
+ attack()
+ receiveShotFromProjectile()
+ getHp()
+ decreaseHp()
+ increaseHP()
+ update()
+ getCurrentWeapon()
+ getHpAsString()
+ getMaxHp()
+ isAI()
# setCurrentWeapon()
# getTypeForSerialization()
# setFilteringGroup()
# incFootContacts()
# decFootContacts()
# addFootSensors()

Mob

vulnerable

+ Mob()
+ ~Mob()
+ isVulnerable()
+ setVulnerable()
+ update()
+ getObjectType()
+ handleCollisionWith()
+ getTypeForSerialization()
+ getWidth()
+ getHeight()

Sniper

+ Sniper()
+ ~Sniper()
+ receiveShotFromProjectile()
+ getTypeForSerialization()

JumpingSniper

+ JumpingSniper()
+ ~JumpingSniper()
+ update()
+ getTypeForSerialization()

NormalSniper

+ NormalSniper()
+ ~NormalSniper()
+ update()
+ getTypeForSerialization()