```
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()
         Obstacle
+ Obstacle()
+ ~Obstacle()
+ haveEffectOn()
+ releaseEffectOn()
+ getObjectType()
+ getTypeForSerialization()
+ handleCollisionWith()
+ handleStopCollidingWith()
+ getWidth()
+ getHeight()
    BossChamberGate
+ BossChamberGate()
+ ~BossChamberGate()
+ haveEffectOn()
+ getObjectType()
```

+ handleCollisionWith()+ handleStopCollidingWith()