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()