

UML Diagram

	Player	Player Controller	GameWindow	LevelEditor	Run
Has	Int x, y, gamemode, hitbox Double speed Boolean mini, falling Static: GROUND, CEILING PLAYER_HITBOX Implements Runnable	Boolean keyPressed	gdGraphics gdImage extends JFrame	platforms sawblades slopes45 walls	Thread p1
Does	setYDirection setFallingSpeed getGamemode getSize run	keyPressed(e) keyReleased(e)	draw drawObstacles paint	CreatePlatforms() CreateWalls() CreateSawblades() CreateSlopes()	Main method p1.start()
Inner classes			KeyListener extends KeyAdapter		