Movement

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Movement

- linearVelocity: float
- angularVelocity: float
- objectSeen: bool
- + setLinearVelocity(float)
- + setAngularVelocity(float)
- + getLinearVelocity() : float
- $+ \ getAngular Velocity (): float$
- + setObjectSeen(bool)
- + checkVisuals(): bool