KinematicBody2D

Player

+ int JumpForce
+ int MovementSpeed
+ float MaxJumpTime
+ float MaxFallSpeed
+ int Gravity
+ Area2D jumpObjectCollision
Check
+ Area2D teleportCollision
Check
+ Timer secondaryActionTimer
+ Timer mainActionTimer
+ Timer startTimer
+ AnimatedSprite animation
+ CollisionShape2D running
Collision
+ CollisionShape2D rolling
Collision
+ Vector2 linearVelocity
+ readonly int DEFAULT
_JUMPFORCE
+ readonly int DEFAULT
_GRAVITY
+ readonly int DEFAULT
_MOVEMENT_SPEED
+ readonly float DEFAULT
_MAX_JUMP_TIME
+ PersistentState Persistent
State
+ MainAction MainAction
+ SecondaryAction Secondary
Action
+ PlayerMainAction MainActionType
+ PlayerSecondaryAction
SecondaryActionType
+ bool Blocked
+ bool InvertedGravity
+ bool Invincible
- PlayerStateFactory
stateFactory

+ delegate void Dead()
+ override void _Ready()
+ override void _PhysicsProcess
(float delta)
+ void ChangePersistentState
(PlayerPersistentState state)
+ void ChangeMainAction
(PlayerMainAction action)
+ void ChangeSecondaryAction
(PlayerSecondaryAction action)
+ void InvertGravity()
+ void SetHitbox(PlayerPersistent
State state)
+ void OnStartTimerTimeout()