```
┌─────────────────┐
│     Node2D      │
├─────────────────┤
│                 │
├─────────────────┤
│                 │
└─────────────────┘
         △
         │
┌──────────────────────────┐
│       PlayerState        │
├──────────────────────────┤
│ + Player Player          │
├──────────────────────────┤
│ + void Setup()           │
│ + abstract void _StatePhysics│
│ Process(float delta)     │
│ + abstract void _Init()  │
└──────────────────────────┘
         △
         │
┌──────────────────────────────────┐
│           MainAction             │
├──────────────────────────────────┤
│ + bool CanUseActionPad           │
│ + bool OnActionPad               │
│ + bool PerformingAction          │
│ + bool Blocked                   │
├──────────────────────────────────┤
│ + delegate void Action()         │
│ + override void _Init()          │
│ + override void _StatePhysics    │
│ Process(float delta)             │
│ + virtual void _ActionOnGround() │
│ + virtual void _ActionOnAir()    │
│ + virtual void _ActionReleased() │
│ + abstract void _ActionProcess   │
│ (float delta)                    │
│ + virtual void OnMainAction      │
│ TimerTimeout()                   │
│ + virtual void OnMainAction      │
│ ObjectCollisionCheckAreaEntered  │
│ (Area2D area)                    │
│ + virtual void OnMainAction      │
│ ObjectCollisionCheckAreaExited   │
│ (Area2D area)                    │
│ + static string GetTypeAsString  │
│ (PlayerMainAction action)        │
│ + static string GetTypeAsString  │
│ Esp(PlayerMainAction action)     │
└──────────────────────────────────┘
```

Glide

- GlideStates state

+ override void _Init()
+ override void _StatePhysics
Process(float delta)
+ override void _ActionOnGround()
+ override void _ActionOnAir()
+ override void _ActionReleased()
+ override void _ActionProcess
(float delta)
+ override void OnMainAction
TimerTimeout()
+ override void OnMainAction
ObjectCollisionCheckAreaEntered
(Area2D area)

Jetpack

- readonly int JETPACK
_JUMPFORCE
- readonly float JETPACK
_MAX_JUMP_TIME
- readonly int JETPACK
_MAX_FALL_SPEED
- bool onAutoJump

+ override void _Init()
+ override void _ActionReleased()
+ override void _ActionProcess
(float delta)
+ override void OnMainAction
ObjectCollisionCheckAreaEntered
(Area2D area)
+ override void OnMainAction
TimerTimeout()

Jump

+ override void _Init()
+ override void _ActionProcess
(float delta)

Teleport

+ int TELEPORT_DISTANCE

+ override void _Init()
+ override void _ActionOnGround()
+ override void _ActionOnAir()
+ override void _ActionReleased()
+ override void _ActionProcess
(float delta)
+ override void OnMainAction
ObjectCollisionCheckAreaEntered
(Area2D area)
+ override void OnMainAction
TimerTimeout()