

- + int JumpForce
- + int MovementSpeed
- + float MaxJumpTime + float MaxFallSpeed
- + int Gravity
- + SpriteFrames MaleAnimation
- + SpriteFrames FemaleAnimation + Area2D jumpObjectCollision
- + Area2D jumpObjectCollision Check
- + Area2D teleportCollision
- Check
- + Timer secondaryActionTimer
- + Timer mainActionTimer + Timer startTimer
- + AnimatedSprite animation
- + CollisionShape2D running
- Collision
- + CollisionShape2D rolling
- Collision
 + Vector2 linearVelocity
- + Vector2 linearVelocity+ readonly int DEFAULT
- _JUMPFÖRCE
- + 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()
- + delegate void PerformedMain
- Action()
- + delegate void Pickup() + 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()
 - + void OnMainAction()