

+ int MovementSpeed

+ 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

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) woid ChangeMainAction (PlayerMainAction action) void ChangeSecondaryAction

(PlayerSecondaryAction action) + void InvertGravity()

+ void SetHitbox(PlayerPersistent State state) + void OnStartTimerTimeout()