com.mygdx.game.game.components.game.player (C) Player String imgName Sprite sprite float width float height float speed int[] mainKeyboardInputs int[] altKeyboardInputs int score com.mygdx.game.game.components.game.enemy ArrayList<CollidableEntity<Laser>> lasers □ int maxHealth (**c**) UFO □ int currentHealth int aliensKilled String imgPath Timestamp startTime String dir Afterburner afterburner float speed Afterburner getAfterburner() □ Texture texture void setAfterburner(Afterburner) ArrayList<CollidableEntity<Laser>> lasers Rectangle rectangle String getImgName() void setImgName(String) □ int health Sprite getSprite() long lastShotTime void setSprite(Sprite) long shotDelay float getWidth() float getSpeed() void setWidth(float) void setSpeed(float) float getHeight() Texture getTexture() void setHeight(float) void setTexture(Texture) float getSpeed() int getHealth() void setSpeed(float) void setHealth(int) int[] getMainKeyboardInputs() void moveUFO(CollidableEntity,int,int) void setMainKeyboardInputs(int[]) void moveLeft(CollidableEntity) int[] getAltKeyboardInputs() void moveRight(CollidableEntity) void setAltKeyboardInputs(int[]) void moveDown(CollidableEntity) int getScore() long fireWeapon(CollidableEntity,Main) void setScore(int) void dropAsteroid(CollidableEntity<Asteroid>) ArrayList<CollidableEntity<Laser>> getLasers() void dropPlanet(CollidableEntity<Planet>) void setLasers(ArrayList<CollidableEntity<Laser>>) void moveLasers(CollidableEntity<UFO>) int getMaxHealth() ArrayList<CollidableEntity<Laser>> getLasers() void setMaxHealth(int) int getCurrentHealth() void setCurrentHealth(int) Timestamp getStartTime() void setStartTime(Timestamp) void limitPlayerMovement(CollidableEntity<Player>,Integer,Integer) int movePlayer(CollidableEntity<Player>,CustomInputProcessor) int getAliensKilled() void setAliensKilled(int) void moveLasers(CollidableEntity<Player>) void spawnLasers(CustomInputProcessor,CollidableEntity<Player>,Main) void savePlayerData(Main) has many has many has com.mygdx.game.game.components.game (C) Afterburner Laser String imgName String imgPath Texture texture Sprite sprite □ float width SpriteBatch batch float height □ float x float speed □ float y SpriteBatch batch boolean visibility SpriteBatch getBatch() String getImgPath() void setBatch(SpriteBatch) void setImgPath(String) String getImgName() Texture getTexture() void setImgName(String) void setTexture(Texture) Sprite getSprite() SpriteBatch getBatch() void setSprite(Sprite) void setBatch(SpriteBatch) float getWidth() float getX() void setWidth(float) void setX(float) float getHeight() float getY() void setY(float) void setHeight(float) float getSpeed() boolean getVisibility() void setSpeed(float) void setVisibility(boolean)