

Rectangle getRectangle()void setRectangle(Rectangle)

boolean checkCollision(CollidableEntity,CollidableEntity

float getPrevX()void setPrevX(float)float getPrevY()

void setPrevY(float)

String imgName void setVisibility(boolean) void setButtonColor(Color)

Music menuMusic

Music gameMusic

Music controlMusic

Music scoreMusic

Music pauseMusic

Sound buttonHoverSound buttonClick

boolean isPlaying

void stopMusic()

boolean isPlaying()void playButtonHover()

void playButtonClick()

void playLaserSound()

void playEnemyLaserSound()

Sound laserPewSound enemyLaserPew

void playMusic(ScreenType)

Music storyMusic

o MAIN MENU

com.mygdx.game.game.components.game.player