Class:

Block:

* Property:
  + Sprite
  + Speed
  + Status
* Method:
  + Key bind: arrows for moving around
  + getItem
  + checkDeath
  + move
  + jump

Platform:

-NormalPlatform

-SpikePlatform

-FragilePlatform

-RollingPlatform

-SpringPlatform

Item:

Oil

Mushroom