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{b2ContactListener  
||}
```



```
{PlatformerGame  
|+ characterController  
+ currentLevelBirds  
+ mouseMotion  
+ mouseButton  
+ crosshair  
+ camera  
+ characterAtlas  
+ keyboardState  
+ deathSFX  
+ explosionOneSFX  
and 19 more...  
+ windowSize  
+ instance  
+ timeStep  
|+ PlatformerGame()  
+ createGameObject()  
+ getLevel()  
+ BeginContact()  
+ EndContact()  
+ generateSingleBird()  
+ destroyAllBirds()  
+ getSpriteAtlas()  
+ getExplosionAtlas()  
+ getPlayerPositon()  
+ setScreenshake()  
+ screenshake()  
}
```