```
{b2ContactListener
||}
```

```
{PlatformerGame
|+ mouseMotion
+ mouseButton
+ crosshair
+ camera
+ characterAtlas
+ windowSize
+ instance
+ timeStep
|+ PlatformerGame()
+ createGameObject()
+ getLevel()
+ BeginContact()
+ EndContact()
+ getSpriteAtlas()
+ getPlayerPositon()
}
```