

{b2ContactListener
||}



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

+instance