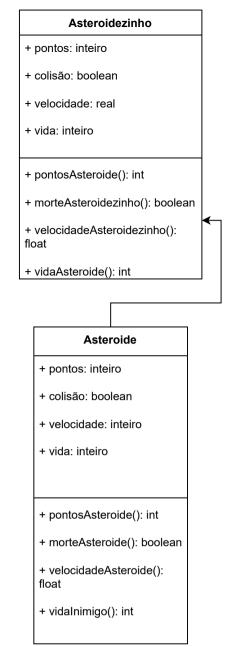
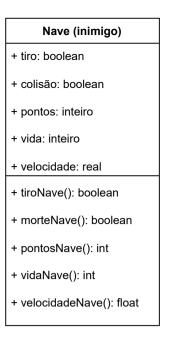
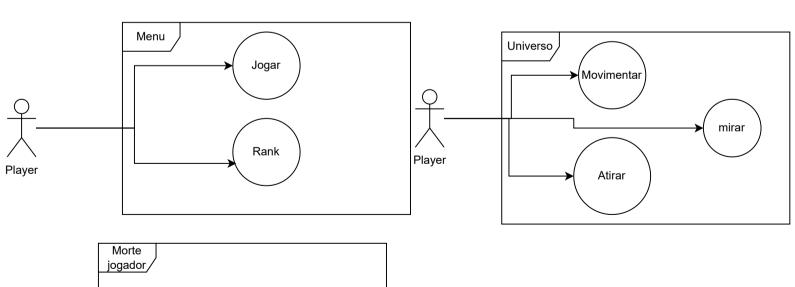
## Player + tiro: boolean + velocidade: inteiro + pontuação: inteiro + Colisão: boolean + vida: inteiro + nome: string + tiroPlayer(): boolean + velocidadePlayer(int): int + pontuar(int): int + mortePlayer(): boolean + vidaPlayer():int + nomePlayer(): str

Player







Nome