***abstract* Character Class**

Member variables:

private int x

private int y

public int getX( )

public int getY( )

public string getMarker( )

Public abstract boolean isVisible( )

\*This method is to be called by derived classes

public abstract void act(int playerX, int playerY)

*\**This method will be overwritten by the derived classes and will not be called from the character class itself

* public Chaser Class extends Interceptor Class (int x, int y)

\*Takes the super methods from interceptor and adds the x-variable

* public Interceptor Class extends Character Class (int y)
* *public abstract* Nearby Class extends Character Class
  + public Jumper Class extends Nearby Class

When player is within 2 spaces, calls act methods

* + public Hider Class extends Nearby Class (int x, int y)

Public boolean isVisible( ) overwritten from character class

When player is within 2 spaces, trips to false and calls act method, which

On the x/y axis similarly to the chaser