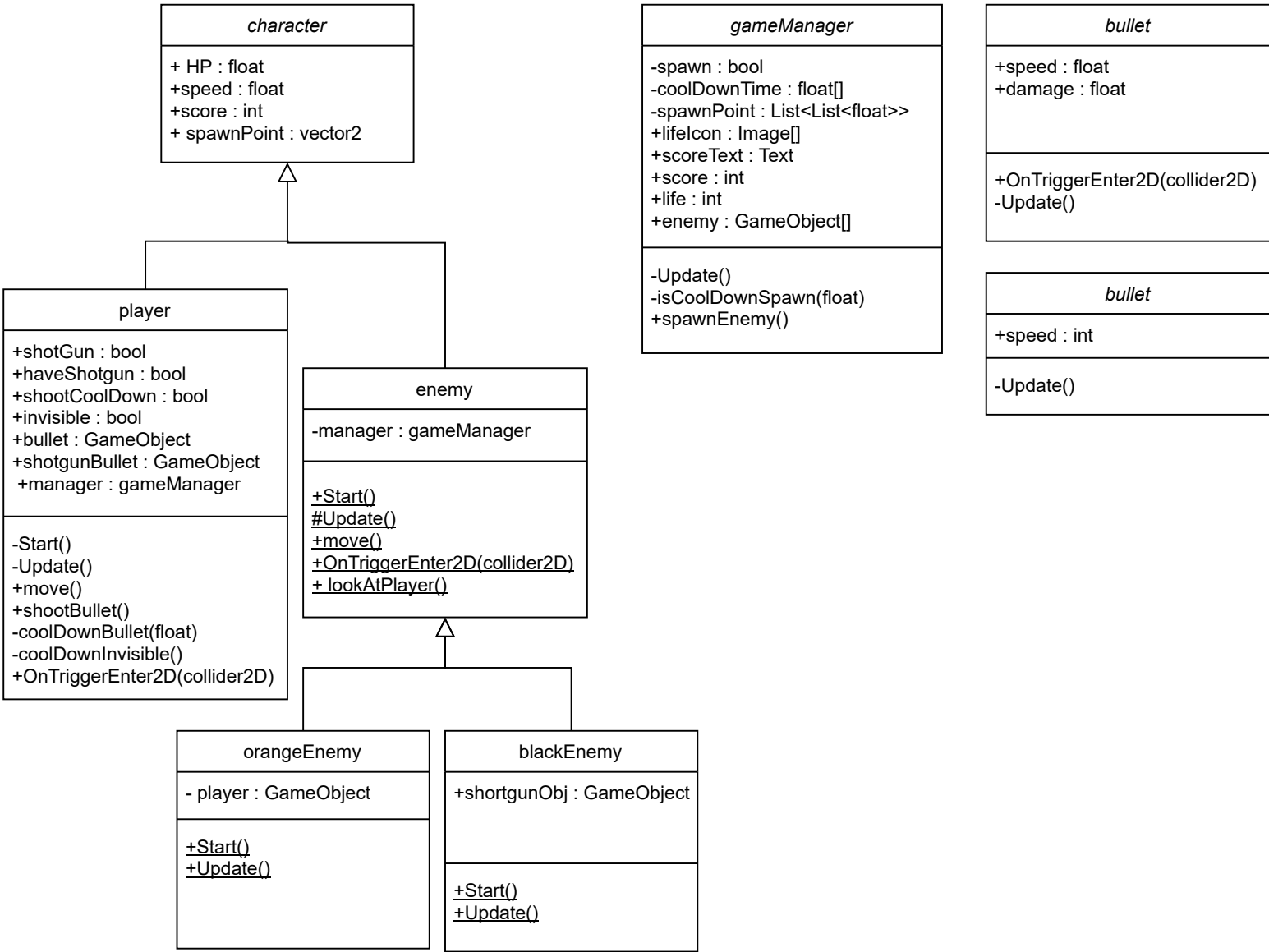
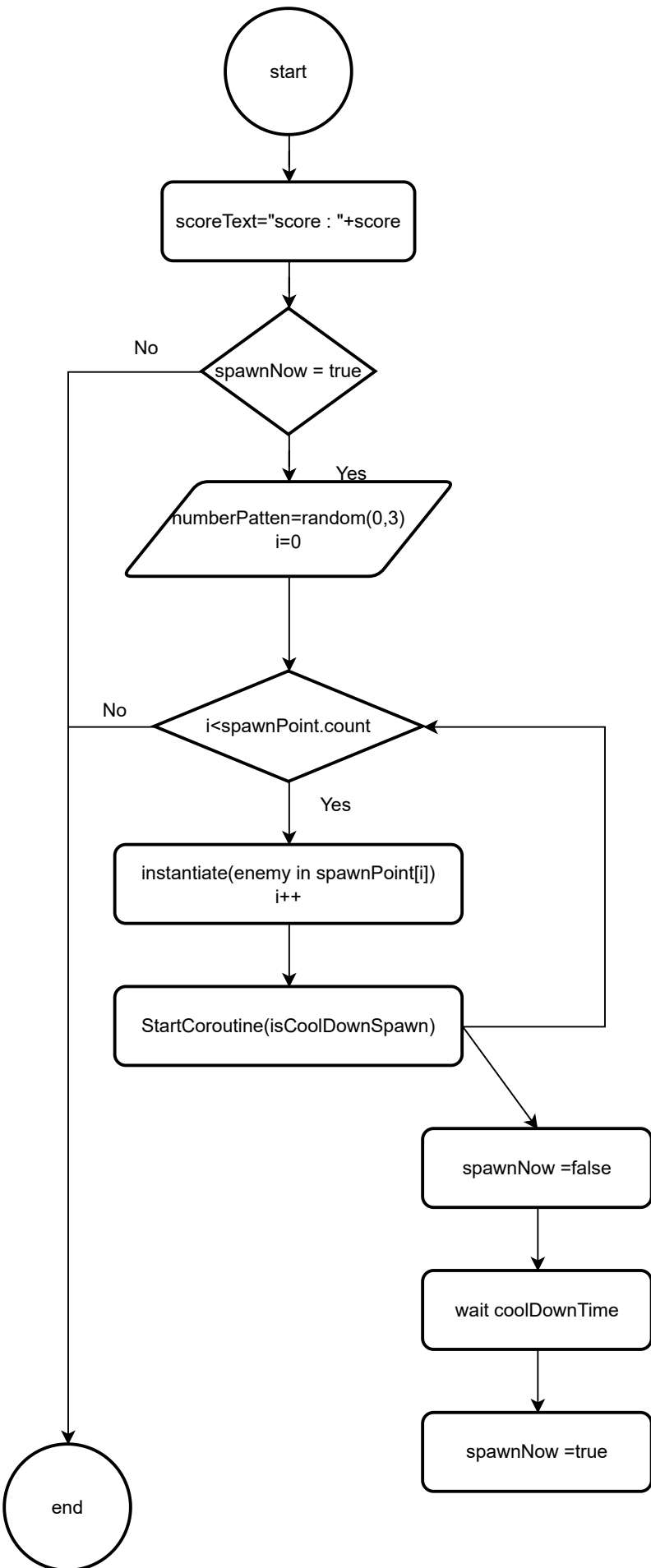


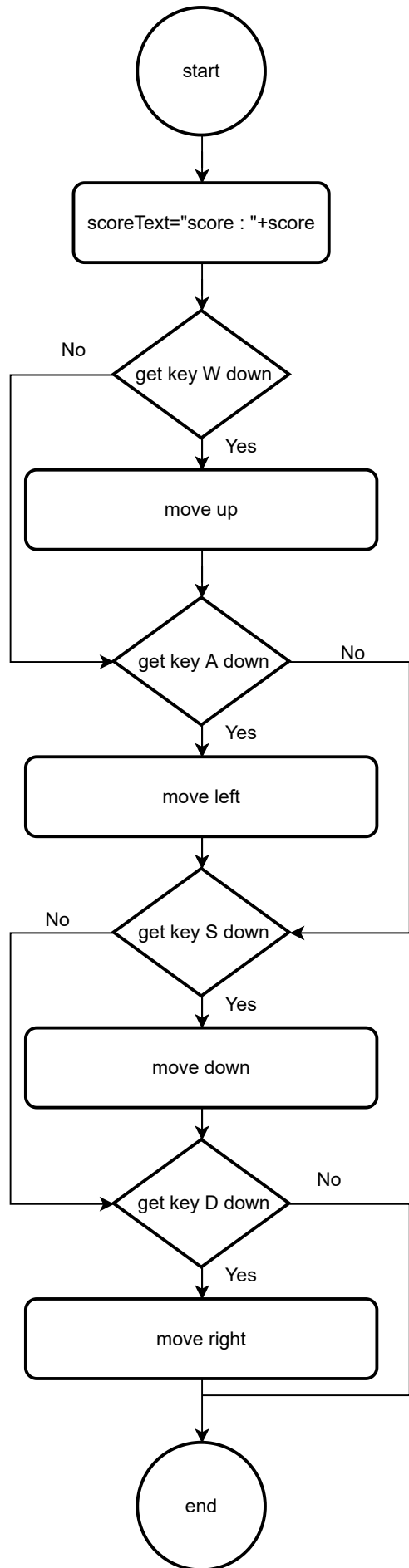
class design diagram



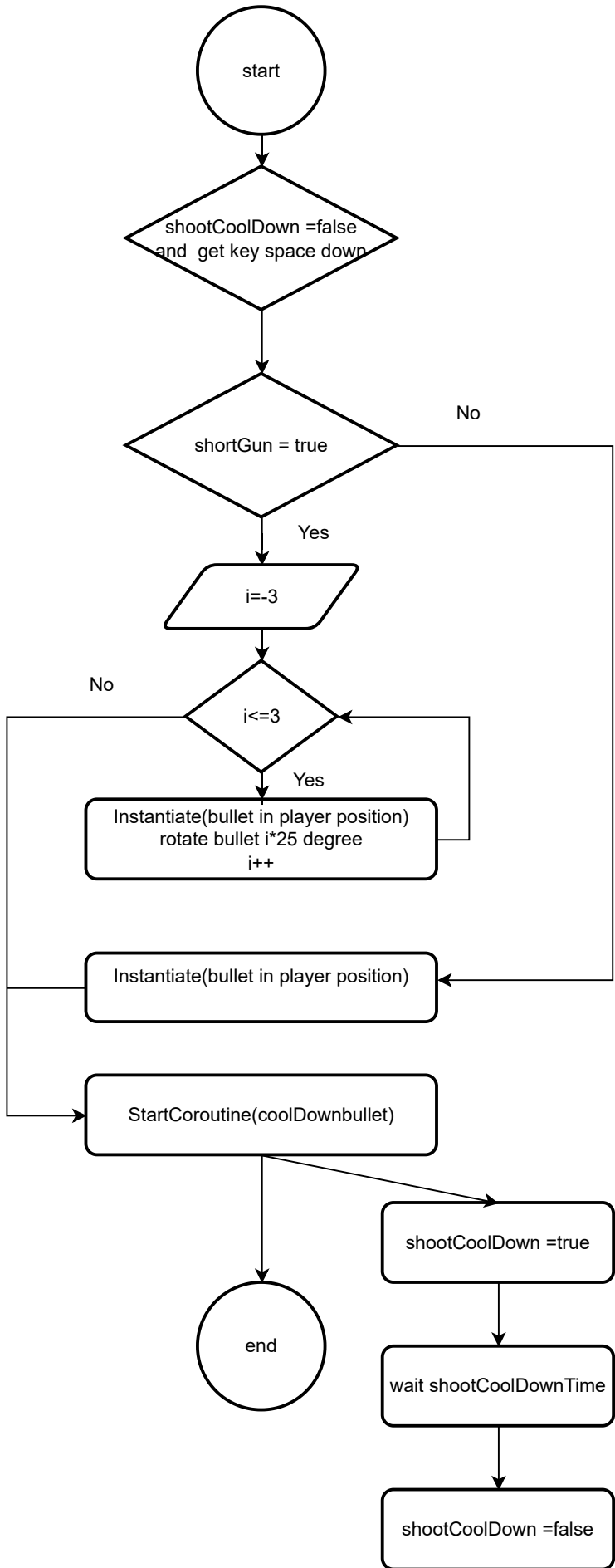
GameManager



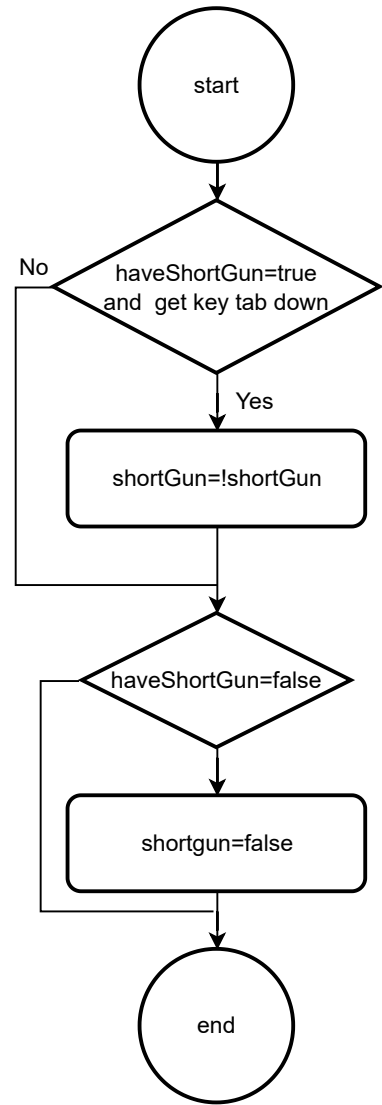
player Move



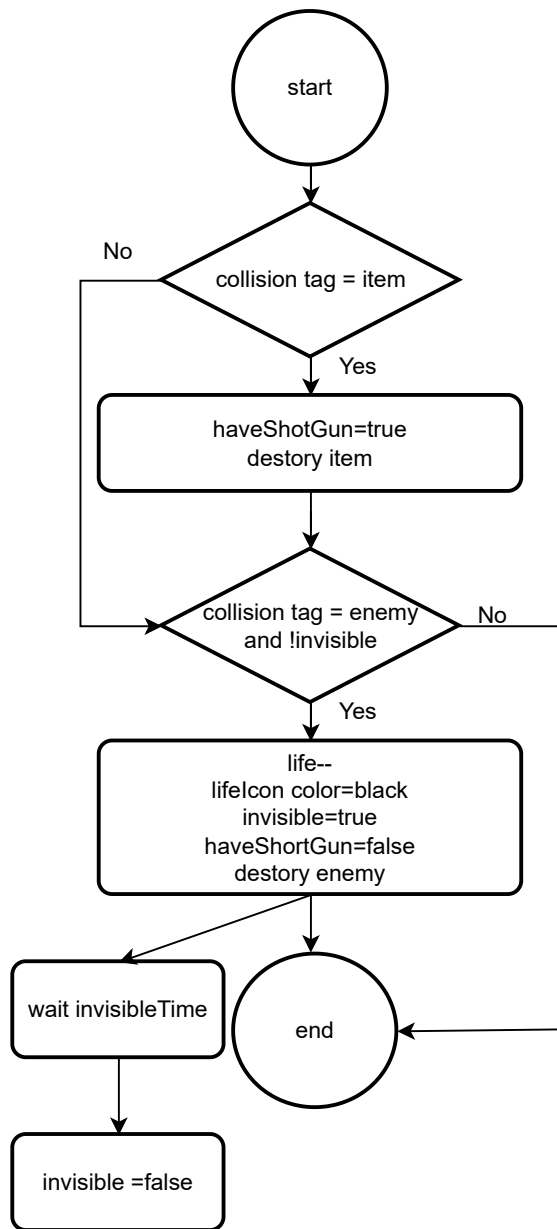
shoot Bullet



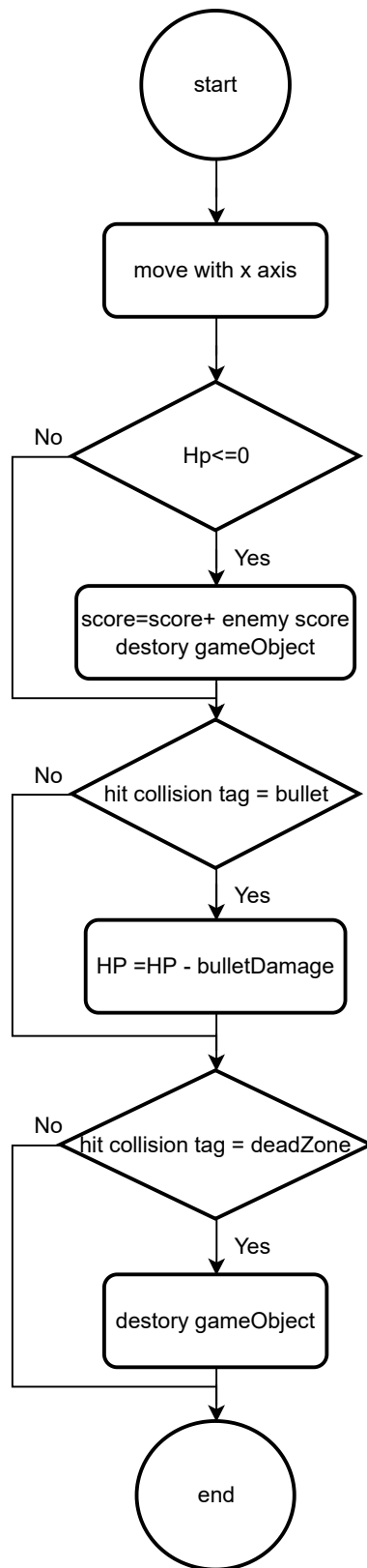
change gun type



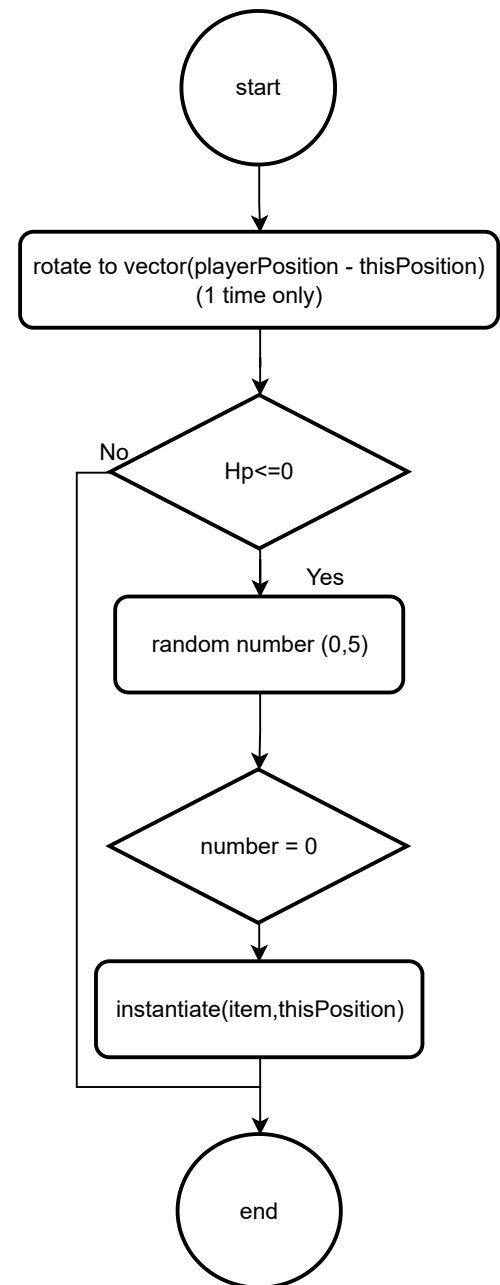
player collision hit



enemy



blackEnemy



blackEnemy

