**Game**

Level currentLevel

List<Level> levelList

**Actor: DrawableGameComponent (DGC)**

Vector2 pposition

Sprite stuff

**CollidableActor (CA): Actor**

Rectangle boundingBox

**MovingCollidableActor (MCA): CollidableActor**

Vector2 velocity

**PlayerCharacter (PC): MCA**

Int power

List<items>

Int drainRate

Int royalty

Void pickup(powerUp)

**Enemy: MCA**

Boolean dead

Int damage

Int power

Int royalty

**Level: DGC**

List<Enemy>

Player Character

List<MCA> projectiles

List<powerUp> powerUps

**PowerUp: CA**

Float duration

Effect();

**Regen: PowerUp**

PC SetDrainRate()…

**OpponentAi**

makeDecision();