

GAME (Node JS)		
	nome	tipo
-	keys	array (number)
-	codes	array (string)
+	emitKey();	void
+	run();	void

GAME (Javascript)		
	nome	tipo
-	fisicalCanvas	HTML5 Canvas
-	virtualCanvas	HTML5 Canvas
-	heroforms	array (HeroForm object)
-	objects	array (Object object)
-	TheHero	Player object
-	TheHelper	Player object
+	addHeroForm();	void
+	addObject();	void
+	setMap();	void
-	callMainMenu();	void
-	exitGame();	void
-	flush();	void
-	draw();	void
-	run();	void
-	pause();	void
-	connect();	void
-	triggerKey();	void

ENVIRONMENT		
	nome	tipo
-	rectangles	array (Rectangle object)
+	addRectangle();	void
+	doCollides();	boolean
+	getRectangle();	Rectangle object

RECTANGLE		
	nome	tipo
-	area	JSON
+	pointIsInside();	boolean
+	rectangleIsInside();	boolean
+	rectangleIsCrossed();	boolean
+	getCollisionType();	array (string)
+	getArea();	JSON

OBJECT		
	nome	tipo
-	image	Image object
+	getWidth();	number
+	getHeight();	number
+	getImage();	Image object
+	move();	void

PLAYER		
	nome	tipo
-	isNormal	boolean
-	isJumping	boolean
-	isFalling	boolean
-	isWalking	boolean
-	isLowered	boolean
-	isRight	boolean
-	isLeft	boolean
-	keyBoard	KeyBoard object
-	form	HeroForm object
-	game	Game object
+	setKeyBoard();	void
+	getCurrentImage();	Image object
+	getHeroForm();	HeroForm object

KEYBOARD		
	nome	tipo
-	keys	array (number)
-	actions	array (string)
+	getKeys();	array (number)
+	codeToAction();	string

HEROFORM		
	nome	tipo
-	base	array (Image object)
-	jumping	array (Image object)
-	falling	array (Image object)
-	walking	array (Image object)
-	lowered	array (Image object)
-	loadImage();	array (Image object)
+	getCurrentImage();	Image object

MAP		
	nome	tipo
-	map	array (JSON)
-	index	array (JSON)
-	game	Game object
-	minSelect();	number
-	maxSelect();	number
-	doSelect();	number
+	getBetween();	array (JSON)
+	getReference();	JSON
-	addX();	void
-	removeX();	void
+	move();	void
+	getItem();	JSON