



Title
<ul style="list-style-type: none">- Intro screen- Calls level

Enemy
<ul style="list-style-type: none">- GameObject- Enemy entity

GameObject
<ul style="list-style-type: none">- Collision- Width, height, x, y

Level
<ul style="list-style-type: none">- All lower objects to create full level

Collectable
<ul style="list-style-type: none">- GameObject- "Collection" attribute (remove object)

Rope
<ul style="list-style-type: none">- GameObject- Climbable

Player
<ul style="list-style-type: none">- GameObject- Sprite changes