LSprite

Floor

Bool isSpring
Bool isMissing
LBitmap bitmap
LBitmap springBitmap

---

function setAct = 0
function _move
function setView = 0

Player

String moveType = null
String position
Bool isjump
LbitmapData rightimage
LbitmapData leftimage
LbitmapData rightimaged
LbitmapData leftimaged
Bool isfly
Lbitmap flyBitmap
speed
maxSpeed
charaOld
Bool isjump

---

function up_down
function setView
function on_frame

---

normalFloor

bool isSpring
bool isMissing
LBitmap bitmap
LBitmap springBitmap

---

function setAct
function _move
+function setView

---

missingFloor

bool isSpring
bool isMissing
LBitmap bitmap
LBitmap springBitmap

---

function setAct
function _move
+function setView

---

movingFloor

bool isSpring
bool isMissing
LBitmap bitmap
LBitmap springBitmap

+function setAct
function _move
+function setView

---

global variable:
imageList
imageData
MOVE_STEP
MOVE_SPEED
HARD
g
score
isMove
isGamebegin
backgroundbitmap
SpringUpBitmapData
SpringDownBitmapData
mid
move
cnt
jumpspeed
cnt2
cnt3
finalscore

---

backGroundLayer
loadingLayer
floorLayer
playerLayer
scoreLayer
beginLayer