KeyboardListener

handleKeyDown(event)

handleKeyUp(event)

main.js
// Implement Listener and initialize initial game states

Game

player: Player

engine: Engine

graphicsPipeline: GraphicsPipeline

level: Level

levelList: LevelList

isJumping: boolean

start(): void

stop(): void

tick(): void

GraphicsPipeline

player: Player

canvas: HTMLElement

ctx: HTMLCanvasElement

render(): void

Engine

player: Player

game: Game

engine(tickCounter): void

Player

x: number

y: number

velocityX: number

velocityY: number

isJumping: boolean

draw(ctx): void

LevelList

add(level): void

initLevels(): void

Level

name: string

elementList: ElementList

draw(ctx): void

ElementList

add(element): void

get(element): Element

delete(): void

draw(ctx): void

Element

checkCollision(element): void

draw(ctx): void

store.js

```javascript
// Variables, which will be used in the entire project

export const keysPressed = new Map([
    ["ArrowRight", false],
    ["ArrowLeft", false],
    ["ArrowUp", false],
    [" ", false],
    ["ArrowDown", false],
])
```