## Player Ball - position : PVector - position : PVector - yDir: float - direction : PVector - w:float - d:float - h: float - s:float - b:float + update(): void + update(): void + resetMovement(): void + setDirection(yDir : float) : void + setDirection(x : float) : void + getPosition(): PVector + getPosition(): PVector + overlapsWith(player : Player) : boolean + getHeight(): float + getWidth(): float Ball overlaps with player. [1]



