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| Debris |
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| Human |
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| Enemies |
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| Powerup |
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| Health extends Powerup |
| -int size |
| +int loseHealth(int size) +int gainHealth(int size)  +void draw(GraphicsContext gc) |

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| Game extends application |
| +Stage mainScreen +Human player  +Enemies cpu +Debris cpu, player +Health cpu, debris |
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