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Projectile
- speed: number
- launch(): void

EnemyProjectile
- speed: number
- launch(): void

Hitbox
+ parent: any
- radius: number

PlayerProjectile
- speed: number
- launch(): void

Fort
- fireRate: number
+ healthbar: StatusBarSprite
+ fire(): void

Treasure
+ value: number
+ hitbox: Hitbox

Port
+ hitbox: Hitbox

PlayerSprite
- turnSpeed: number {readonly}
- acceleration: number
- currentSpeed: number
- currentRotation: number
- registerControls(): void
- turn(): void
- move(): void
+ shipMotion(): void

OverlapManager
- gameManager: GameManager
- registerOverlaps(): void

TreasureCounter
- gameManager: GameManager
+ updateText(): void

MinimapDisplay
+ minimapOpen: boolean
- minimapObject: Minimap
- minimapSprite: Sprite
- registerDisplayToggle(): void
+ update(): void

FortManager
- playerSprite: PlayerSprite
+ fortSpawning(): void
+ fortFire(): void

TreasureSpawner
- playerSprite: PlayerSprite
+ treasureSpawning(): void

GameManager
+ treasureOnBoard: number
+ treasureCounter: TreasureCounter
- playerSprite: PlayerSprite
- fortManager: FortManager
- treasureCollected: number
- treasureSpawner: TreasureSpawner
* - minimapDisplay: MinimapDisplay
- initialisePlayer(): void
- setupLevel(): void
- onUpdates(): void
* - onUpdateIntervals(): void