Projectile \* = Altered class/method \*\* = New class/method/property methodName = method/property to delete EnemyProjectile **EventHandlerManager** \* PlayerSprite \*\* - acceleration: number {readonly} - generateProjectiles(time: number): void - frameLen: number {readonly} - initialiseOverlapEvents(): void \*\* - deceleration: number {readonly} - initialiseDestroyEvents(): void \*\* - isMoving: boolean - initialiseLifeCycle(): void - enterLevel(): void - registerControls(): void - exitLevel(): void - reactivateControls(): void + knockback(angle: number): void \*\* + movement(): void \*\* + moveCheck(): void \* GameManager - enemySkull: Skull playerSprite: PlayerSprite - initialisePlayer(): void - setupLevel(): void - combatCycle(): void \*\* - onUpdates(): void