**Features to be added in Beta.1**

Coins

Scoring

Enemies

Lives

Class name: **Obtainables**

Stereotype: Information Holder

Inherits: **arcade.Sprite**

Attributes:

* **score** – Int. Determines how much points will the player get when they collide with this instance of obtainable.
* **effect** – String. Determines which effect this obtainable does for the player.
* **duration** – Int. Determines for how long the effect will last.

Methods:

* **init**(self) – Initializes the attributes of this instance of obtainable randomly. (For this part, there is no need for randomization. Only consider the coins.)
  + If **coins**: score = 1, effect = “coin”, duration = “0”
* **set\_location**(arcade.Sprite) – Determines the location of the obtainable based on the platform that was last spawned.
* **get\_score**(self) – Returns the score attribute.
* **get\_effect**(self) – Returns the effect attribute.
* **get\_duration**(self) – Returns the duration attribute.

Class name: **Enemies**

Stereotype: Information Holder

Inherits: **arcade.Sprite**

Attributes:

* *built-in arcade.Sprite() attributes*
* **platform**(Platform) – The platform where the enemy is spawned into.

Methods:

* *built-in arcade.Sprite() methods*
* **set\_platform**(self, Platform) – sets the value of the platform attribute to the given Platform argument.
* **turn\_around**(self) – checks if this instance of enemy has reached the edge of the platform, if so reverse the values of its velocity.

**UPDATES**

Class name: **Player**

Stereotype: Information Holder

Inherits: **arcade.Sprite**

Attributes:

* *built-in arcade.Sprite() attributes*
* **lives** – Int. Determines how many lives the player still has. Initialized with 3.
* **is\_alive** – Boolean. Determines if the player still has enough lives to play. Initialized with True.

Methods:

* *built-in arcade.Sprite() methods*
* **dies**(self) – subtract a life from player. If lives are at 0, is\_alive becomes False.

Class name: **Game**

Stereotype: Director

Inherits: **arcade.Window**

Attributes:

* **…**
* **score** – Int. Keeps track of how many points the player has.

Methods:

* **…**
* **update\_score**(int) – Updates the score attribute based on the passed int parameter.