Stage Player Game -enemyList :variable -fireColumns : number = 1-enemys : objectList -playerBullets: objectList -fireCounter : number = 0+play() -fireInterval : number = 5-enemyBullets : objectList Bullet -supplyItems : objectList -x : expression -player: Player -y: expression -speed:[0, -16] -height : number = 0-keyMap : keyMap -width: number = 0----stage: Stage -level: number = 0-counter : number = 0EnemyBullet -health: number = maxHealth $-enemy_freq : number = 200$ -speed :[0, 5] -frameTimer : IntervalTimer -speed : [10, 10] -maxHealth: number = 4-frameRate : number = 60-maxLevel : number = 5 -score : number = 0-size : [320, 640] +move(rateX, rateY) +changeHealth(newHealth) +start_loop() Supply +changeLevel(newLevel) -step() -auto_delete : bool = false +fire() -add_enemy(enemyType, x, bonus, speedX) -bounce : bool = true +hit_check() -setScore(new_score) -type : variable -delete() -gameOver() -speed : [5, 5]-applyChange() ----***uni**t objectList -counter : number = 0-auto delete : bool = true EnemyC \triangleleft Enemy -.items :unit -bounce : bool = false -fireColumns: number = 3-bonus : object -disabled : bool = false +add(object) -health: number = 50-bounce : bool = true -dom : variable +remove(index) -isBoss : bool = true -fireCounter : number = 0-x : number = 0-fireInterval : number = 100-y: number = 0**∀**keyMap -height: number -isBoss: boolean = false EnemyB + : boolean = false -point : number = 100-width: number -fireColumns : number = 2-health: number -delete(hitToDie) -health: number = 10 -speed: [0, 0]+fire() -hitTimer: number = -1+hit_check() EnemyA -list : objectList -fireColumns : number = 1+collusion_check(target) -health: number = 5+hit() +init(dom, list) +step()

-delete(hitToDie)