

Character	
Direction, isMoving, Movement, Stop Moving	GameBoard, Direction

Direction	
Have Direction, Return Vector	Vector2

GameBoard	
Have Dimensions, Hold Objects, Manage Board Tiles	Tile, Vector2, Direction

Driller	
Shoot, Pump, Move, Dig	Pumpable, Gun, Hole

Hole	
Hold Fill, Be Destroyed	

Gun	
Extend, Pump, Shoot, Have Direction	Direction, GameBoard, Vector2

Object	
Have Location	Vector2

Pumpable	
Hold Time Inflated/Deflated, Be Pumped and Popped	Object

Tile	
Hold Objects, Characters, and Holes.	Object

Vector2	
Represent Location for any item on the board	GameBoard, Object

Vector2Utility	
Manipulate Vector2 Coordinates for an object	Vector2

