

Clase enemy
x: float y: float sprite: PImage sizeX: float sizeY: float lives: int dead: boolean death_timer: int type: int
enemy() update() hit()

Clase projectile
x: int y: int sprite: PImage sizeX: float sizeY: float speed: float destroyed: boolean
projectile() update()

Clase object
x: float y: float sizeX: float sizeY: float type: int sprite: PImage player_detected: boolean destroyed: boolean
object() update()

Clase button
x: float y: float text: String selected: boolean textWidth: float textHeight: float col: color sel: color
button() update()