Matter # world - depth - player + Matter() + ~Matter() + Matter() + operator=() + getRenderMethod() + getColorR() + getColorG() + getColorB() + getColorA() + getImage() and 6 more... + canDrawLine() ParticleSystem # physics - died + ParticleSystem() + ~ParticleSystem() + getReferee() + getDisplayedRadiusScale() + setDied() + cleanDied() Dust WaterSquare Flame - colorR - colorG - colorB - colorA + Flame() + WaterSquare() + getColorR() + getColorR() + Dust() + getColorG() + getColorG() + getColorR() + getColorB() + getColorB() + getColorG() + getColorA() + getColorA() + getColorB() + getDisplayedRadiusScale() + getDisplayedRadiusScale() + getColorA() - genSystemDef() - genSystemDef() + getDisplayedRadiusScale() - genGroupDefs() - genGroupDefs() - genSystemDef() genGroupDefs()