Matter

world

+ Matter()
+ ~Matter()
+ Matter()
+ operator=()
+ getRenderMethod()
+ getColorR()
+ getColorG()
+ getColorB()
+ getColorA()
+ getImage()
and 6 more...
+ canDrawLine()

Rigid

physics

+ Rigid()
+ Rigid()
+ ~Rigid()
+ getReferee()
+ testPoint()
+ setAlert()
+ getAlert()
+ setDefalutAlert()
+ getAlertColorR()
+ getAlertColorG()
and 10 more...

Stick

x1
y1
x2
y2

+ Stick()
+ Stick()
+ tryMoveTo()
+ tryPutDown()
+ canDrawLine()

SteelStick

+ SteelStick()
+ SteelStick()
+ getColorR()
+ getColorG()
+ getColorB()
+ getColorA()
+ getStrength()