Matter

world
- depth
- player

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

Rigid

physics
- alert
- defaultAlert
- alertExpireClock

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

Bomb

- Saver
- key
- bindClock

+ Bomb()
+ Bomb()
+ getColorR()
+ getColorG()
+ getColorB()
+ getColorA()
+ getStrength()
+ damage()
+ bindKey()
+ getKeyBinded()
+ shouldBind()
+ keyPressed()
- genBodyDef()
- genFixtureDefs()