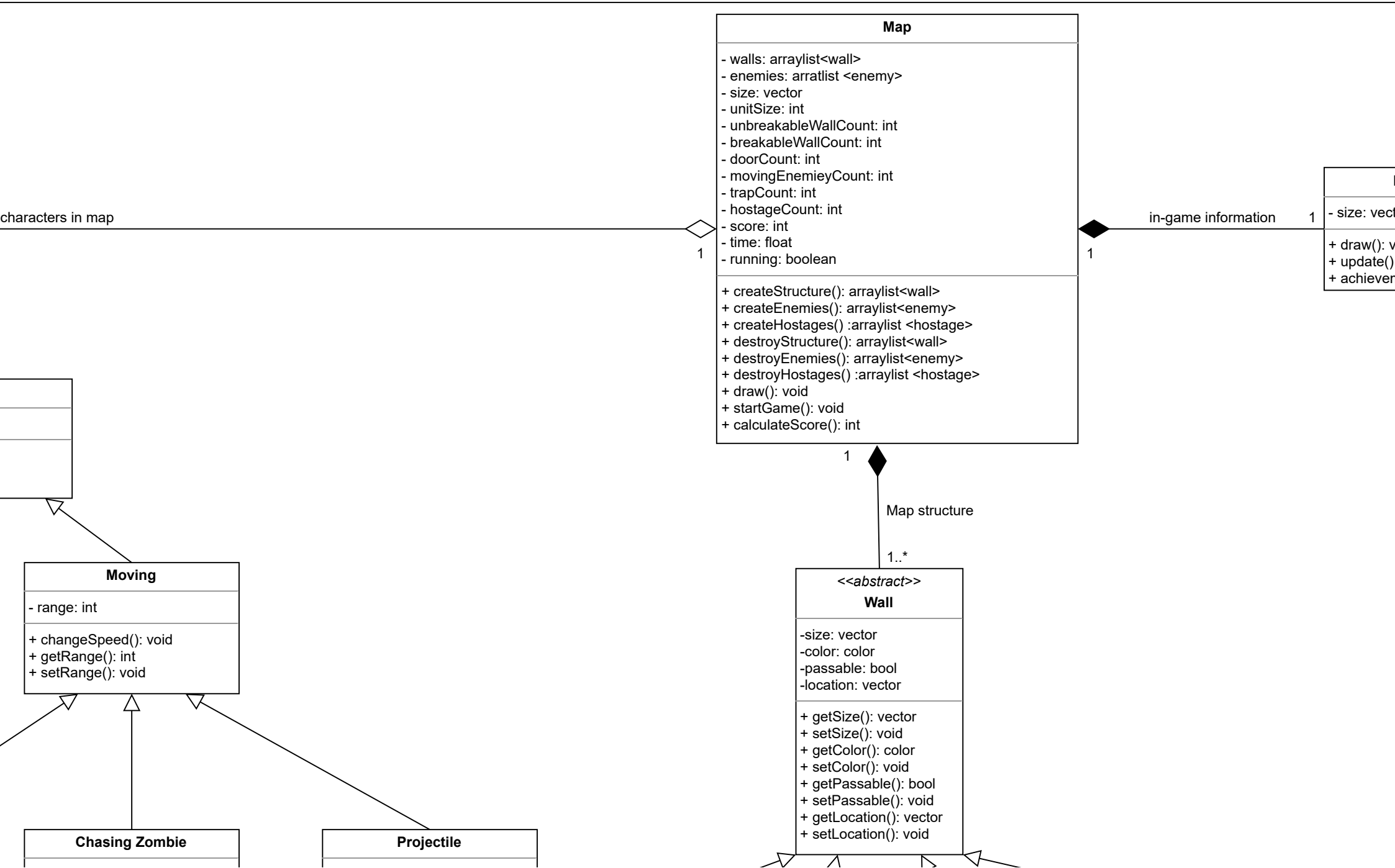
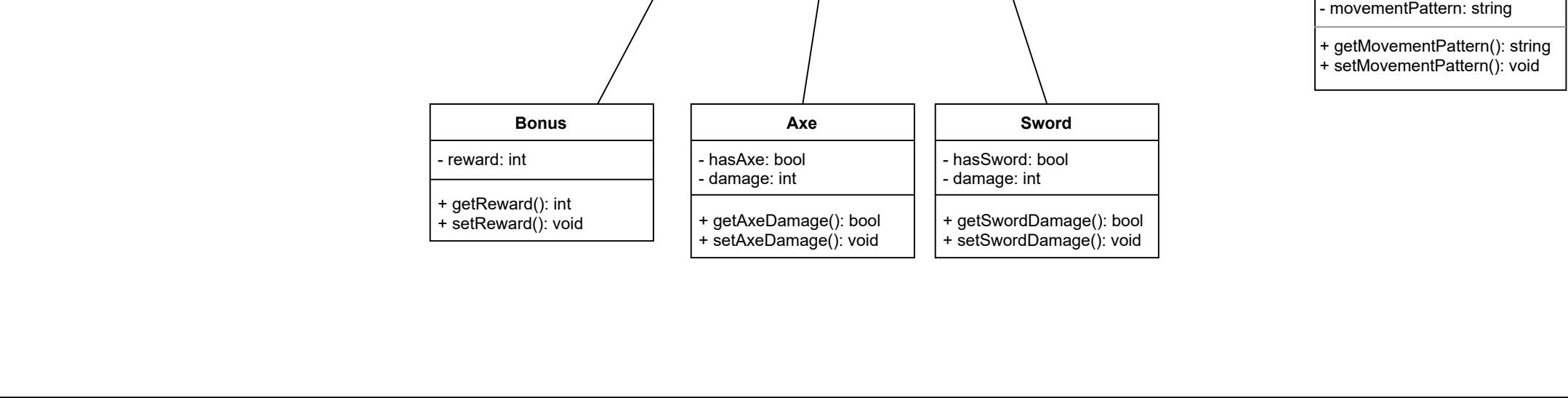


Classes



Hud
tor
void : void ments(): void



- movementPattern: string
+ getMovementPattern(): string
+ setMovementPattern(): void

-weapon(): bool
+ getWeapon(): bool
+ setWeapon(): void

- direction: string
- frequency: int
+ shoot(): void
+ getDirection(): string
+ setDirection(): void
+ getFrequency(): int
+ setFrequency(): void

Unbreakable
- boundaryWall: bool
+ getBoundaryWall: bool
+ setBoundaryWall: void

Breakable
- durability: int
+ destroy(): void
+ getDurability(): void
+ setDurability(): void

Door
- keyRequired: bool
+ open(): void
+ getKeyRequired(): bool
+ setKeyRequired(): void

Exit
- hostageRequired: bool
+ open(): void
+ getHostageRequired(): bool
+ setHostageRequired(): void

