

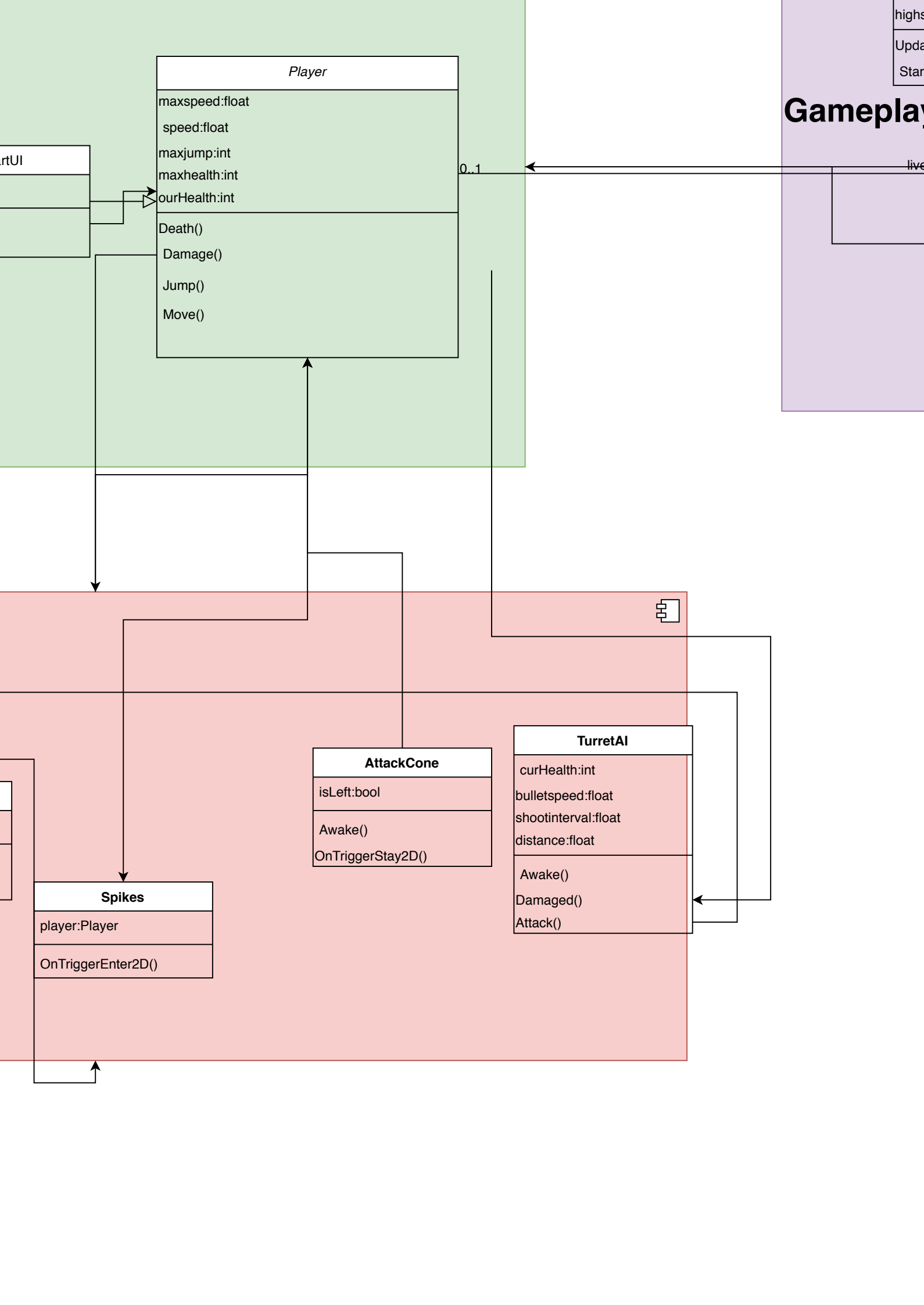


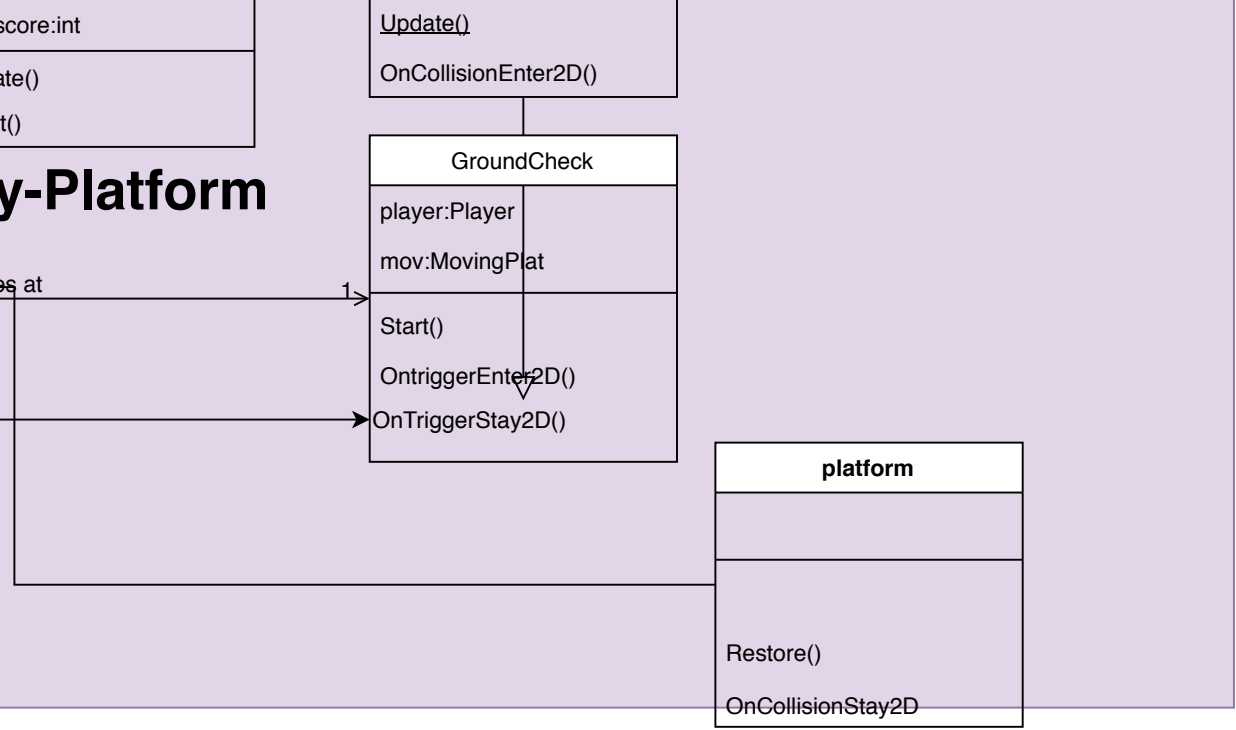
# Characters

Hea
player:Player
Start()
Update()

# GAMEOBJECTS

BOX
Health:int
Damage()
Update()





## Other-Character

Boss
Health:int Damge:int Speed:int Random Attack:Random
Defensing() Gethit() Attack()

Special Character
Health:int Damge:int Speed:int Random Attack:Random
Defensing() UniqueFuntion() Gethit() Attack()

