StateEnv(enum)

ONGROUND
ONWALL
UNDERWATER
ONWATER
ONICE
ON

StatePlayer(enum)

IDLE
DIE
MOVE
RUN
JUMP
JUMPDOUBLE
JUMPWALL

Player

+ StateEnv(StateEnv)
+ StateSelf(StatePlayer)
+ Gravity(float)
+ MoveDirection(Vector2)
+ MoveSpeed(float)
+ RunDirection(Vector2)
+ RunSpeed(float)
+ JumpForce(float)

+ void Move()
+ void Run()
+ void Jump()

InputController

+ Vector2 PlayerMove();
+ Vector2 PlayerRun();
+ void PlayerJump();
+ void PlayerDoubleJump();
+ void PlayerJumpWall();

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GameManager

SoundManager

UIManager

Platform

+ Color(Texture)

Trap

+ Color(Texture)

PlatformFragile

+ BrokenDuration(float)
+ RecreateTime(float)

+ void Break()
+ void Recreate()

PlatformAutoMove

+ MoveDirection(Vector2)
+ MoveSpeed(float)

+ void AIMove()

TrapNail