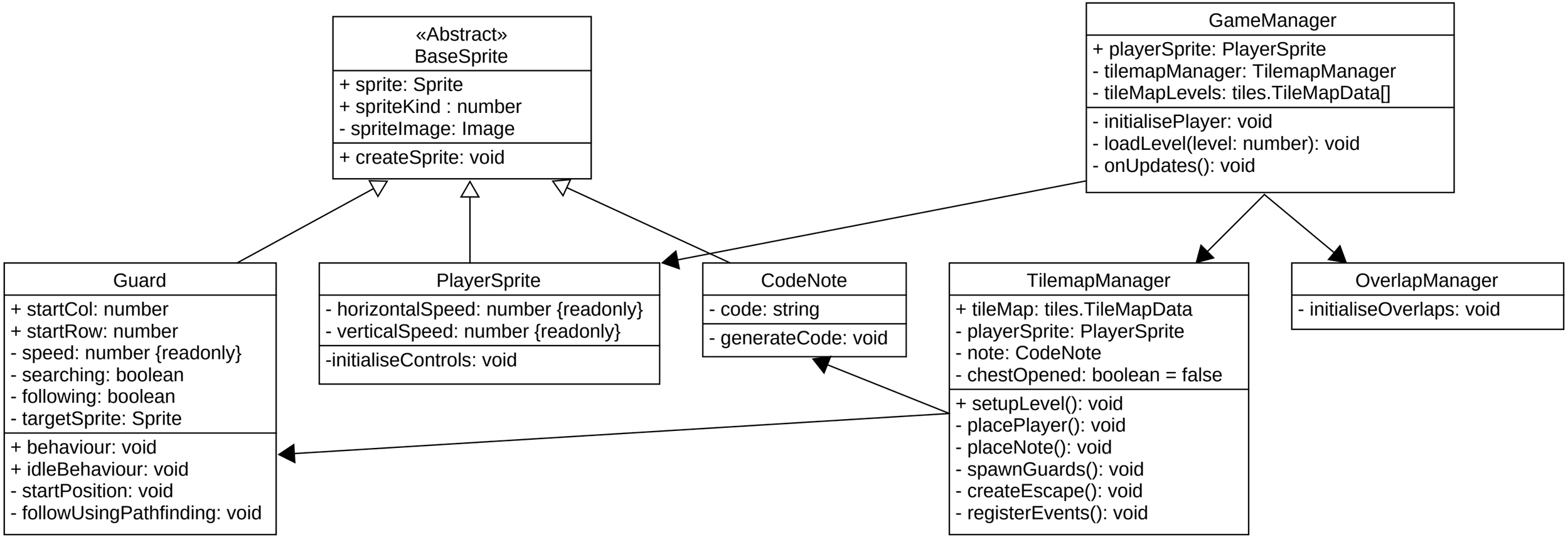
«Abstract»
BaseSprite
+ sprite: Sprite
+ spriteKind : number
- spriteImage: Image
+ createSprite: void
GameManager
+ playerSprite: PlayerSprite
- tilemapManager: TilemapManager
- tileMapLevels: tiles.TileMapData[]
- initialisePlayer: void
- loadLevel(level: number): void
- onUpdates(): void
Guard
+ startCol: number
+ startRow: number
- speed: number {readonly}
- searching: boolean
- following: boolean
- targetSprite: Sprite
+ behaviour: void
+ idleBehaviour: void
- startPosition: void
- followUsingPathfinding: void
PlayerSprite
- horizontalSpeed: number {readonly}
- verticalSpeed: number {readonly}
-initialiseControls: void
CodeNote
- code: string
- generateCode: void
TilemapManager
+ tileMap: tiles.TileMapData
- playerSprite: PlayerSprite
- note: CodeNote
- chestOpened: boolean = false
+ setupLevel(): void
- placePlayer(): void
- placeNote(): void
- spawnGuards(): void
- createEscape(): void
- registerEvents(): void
OverlapManager
- initialiseOverlaps: void