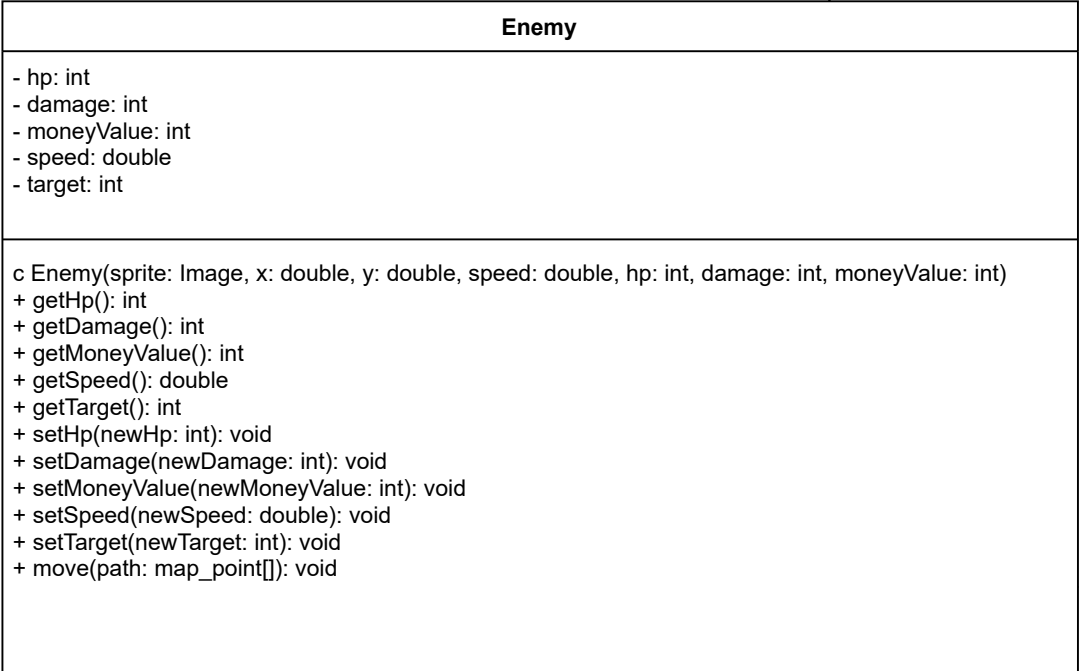
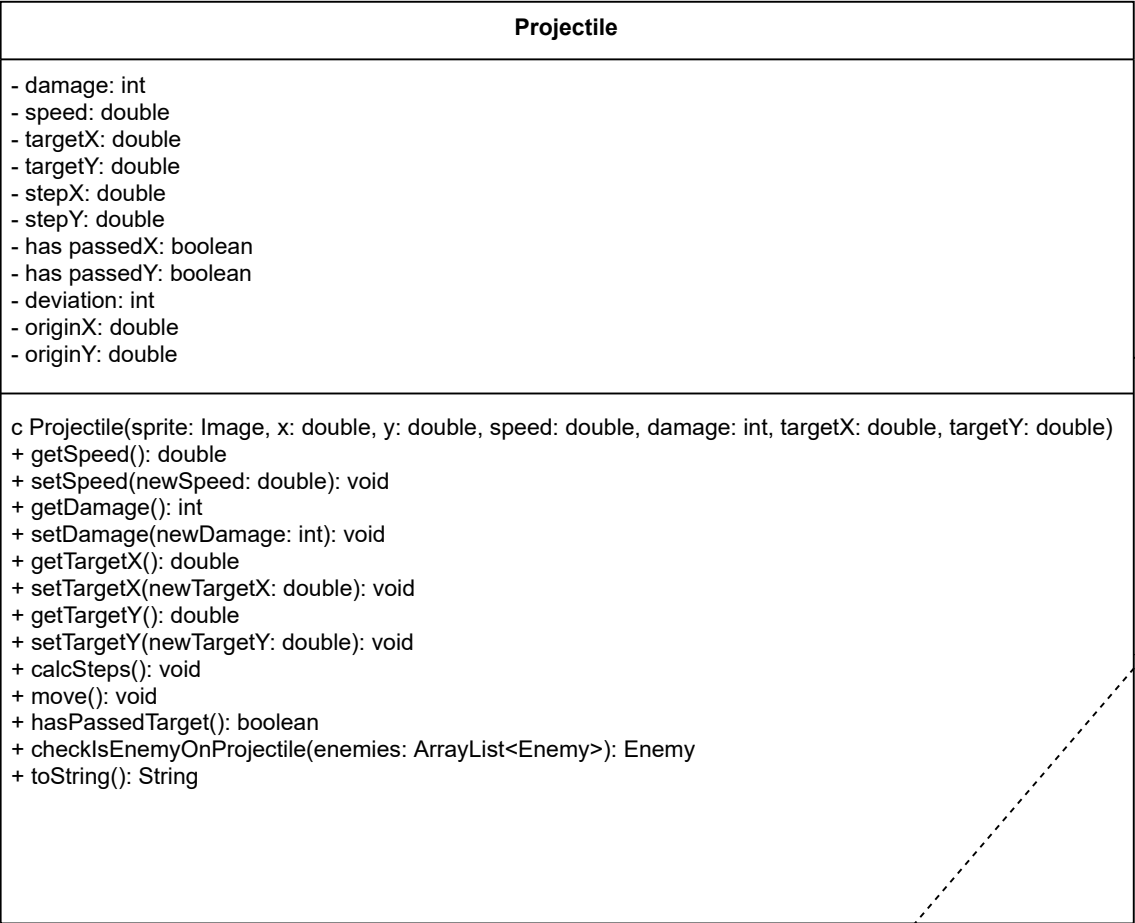
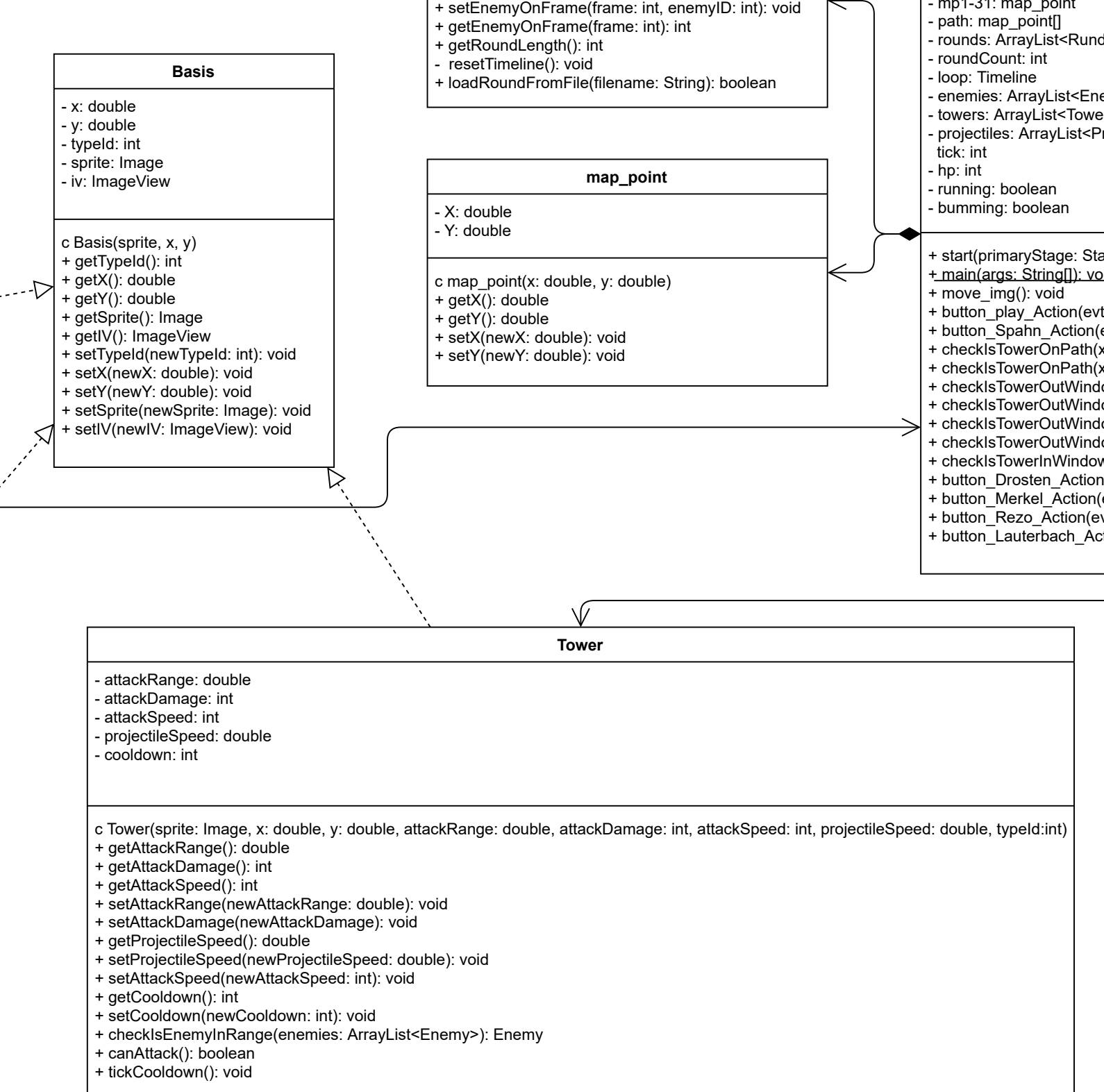


Runde
-timeline: int[]
c Runde(sekunden: int)

- iv1: ImageView - ivbg: ImageView - ivbum: ImageView map1:24:map:point
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cleanEngine





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age): void
id
: Event): void
evt: Event): void
: double, y: double): boolean
: double, y: double): boolean
owUp(x: double, y: double): boolean
owDown(x: double, y: double): boolean
owRight(x: double, y: double): boolean
owLeft(x: double, y: double): boolean
v(x: double, y: double): boolean
(evt: Event): void
evt: Event): void
vt: Event): void
tion(evt: Event): void

```

```

: Event): void
evt: Event): void
: double, y: double): boolean
: double, y: double): boolean
owUp(x: double, y: double): boolean
owDown(x: double, y: double): boolean
owRight(x: double, y: double): boolean
owLeft(x: double, y: double): boolean
v(x: double, y: double): boolean
(evt: Event): void
evt: Event): void
vt: Event): void
tion(evt: Event): void

```

