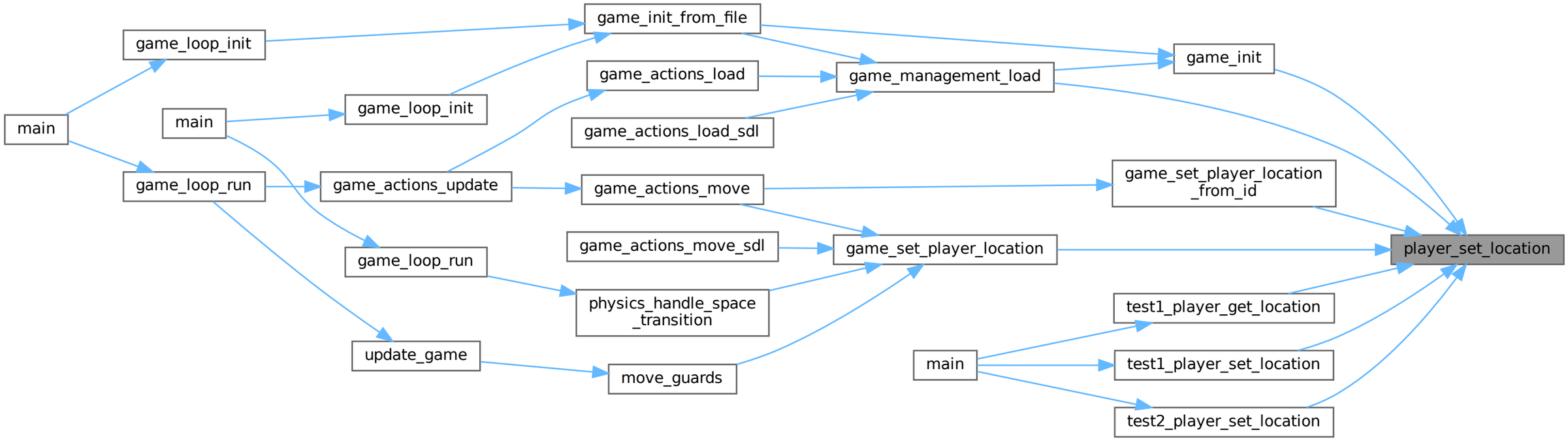
game_init_from_file
game_loop_init
game_init
game_actions_load
game_management_load
main
game_loop_init
main
game_actions_load_sdl
game_loop_run
game_actions_update
game_actions_move
game_set_player_location
_from_id
game_actions_move_sdl
game_set_player_location
player_set_location
game_loop_run
physics_handle_space
_transition
test1_player_get_location
update_game
main
test1_player_set_location
move_guards
test2_player_set_location