

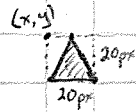


↳ Platform



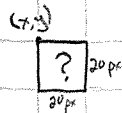
platform(x, y, w, h, col, topCol)

↳ Spike



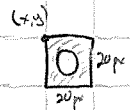
spike(x, y, col)

↳ PowerUp



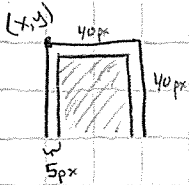
powerUp(x, y, char)

↳ Item



item(x, y, outerCol, innerCol)

↳ Door



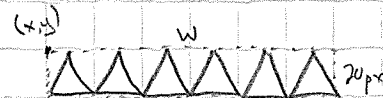
door(x, y, frameCol)

↳ Bridge



bridge(x, y, w, col)

↳ Spike Strip



spikeStrip(x, y, w, col)