```
register_real(id, _name, sprite, corruption, interactable, object, subtype="")


register_food_plant(id, _name, sprite, corruption, subtype="", chance=1, value=0)


register_weapon(id, _name, sprite, corruption, chance=1, value=0):


register_enemy(id, _name, sprite, corruption, resistance, sense_radius, attack_radius, power,
chance=1):


register_character(id, _name, sprite, corruption, health_min, health_max, weapons, chance=1)
```