

# Introduction

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# Namespace CatSweeper.Core

## Classes

[BootstrapEndState](#)

[GameEntry](#)

[GameEntry.MethodName](#)

Cached StringNames for the methods contained in this class, for fast lookup.

[GameEntry.PropertyName](#)

Cached StringNames for the properties and fields contained in this class, for fast lookup.

[GameEntry.SignalName](#)

Cached StringNames for the signals contained in this class, for fast lookup.

[GameState](#)

[GameStateMachine](#)

[GameplayInitState](#)

[InfoLoadState](#)

[LoadStageState](#)

[LoadStageState.InitParam](#)

[LocalLoadState](#)

[LoginState](#)

[LoginState.Param](#)

[UILoadState](#)

[UserDataLoadState](#)

## Enums

[GameStateId](#)

