JavaReverse::Type Hierarchy

AbstractItem
(from items)

Consumible
(from items)

AbstractPocion
(from consumibleabstracto)

AbstractBotas
(from equipoabstracto)

Item
(from items)

Equipable
(from items)

Armadura
(from items)

AbstractCasco
(from equipoabstracto)

AbstractGuantes
(from equipoabstracto)

Usable
(from items)

PocionVidaUsableAbstracta
(from usablesabstractos)

AbstractPecho
(from equipoabstracto)

MovimientoUI
(from movimientos)

MovimientoDeAtrasALante
(from movimientos)

AbstractPantalla
(from pantallas)

Pantalla1
(from pantallas)

SpriteAnimado
(from personajes)

Personaje
(from personajes)

Enemigo
(from personajes)

ApplicationAdapter
(from JavaReverse)

MyGdxGame
(from game)

AbstractEspada
(from armasabstracto)

AbstractLanza
(from armasabstracto)

Arma
(from JavaReverse)

AbstractMaza
(from armasabstracto)

ConjuntoDeSprites
(from arrays)

ItemListener
(from AbstractItem)

ArrayDeItems
(from arrays)

AbstractPocion
(from JavaReverse)

PocionVida
(from consumible)

AbstractBotas
(from JavaReverse)

BotasSimples
(from equipo)

AbstractCasco
(from JavaReverse)

CascoSimple
(from equipo)

AbstractGuantes
(from JavaReverse)

GuantesSimples
(from equipo)

Protagonista
(from personajes)

AbstractPecho
(from JavaReverse)

PechoSimple
(from equipo)

PocionVidaUsableAbstracta
(from JavaReverse)

PocionVidaUsable
(from usables)

InputProcessor
(from JavaReverse)

Eventos
(from game)

EquipableListener
(from Equipable)

Equipo
(from equipo)

EventosListener
(from Eventos)

MovimientoDeJugador
(from movimientos)

EquipoListener
(from Equipo)