```
al.tonikolaba.gamestate.
Level4State.eventBossDead

al.tonikolaba.gamestate.
GameState.handleObjects

al.tonikolaba.gamestate.
GameState.update

al.tonikolaba.entity.enemies.
Ufo.update

al.tonikolaba.entity.enemies.
XhelBat.update

al.tonikolaba.gamestate.
Level3State.update

al.tonikolaba.gamestate.
Level4State.update

al.tonikolaba.gamestate.
LevelTest.update

al.tonikolaba.entity.Map
Object.getx
```