



Settings	
WINDOW_WIDTH	int
WINDOW_HEIGHT	int
WINDOW_TITLE	String
TERRAIN_HEIGHT	int
PLAY_PANEL_HEIGHT	int
STATS_PANEL_HEIGHT	int
TILE_SIZE	int
FIRST_LEVEL	int
LAST_LEVEL	int
BOY_RUN_FRAMES	int
BOY_SPRITE_WIDTH	int
BOY_SPRITE_HEIGHT	int
playerSpritesheet	String
tileset	String
tileImage(String)	String
levelBackgroundImage(int)	String
levelMap(int)	String

Main	
main(String[])	void