

Scope	Project	Namespace	Type	Member	Maintainability Index	Cyclomatic Complexity	Depth of Inheritance	Class Coupling	Lines of Source code	Lines of Executable code	
Assembly	LoZGame (Debug)				83	2434		2	306	15925	4248
Type	LoZGame (Debug)		IEnemy		100	4		0	1	11	0
Member	LoZGame (Debug)		IEnemy	takeDamage() : void	100	1			0	1	0
Member	LoZGame (Debug)		IEnemy	die() : void	100	1			0	2	0
Member	LoZGame (Debug)		IEnemy	Update() : void	100	1			0	2	0
Member	LoZGame (Debug)		IEnemy	Draw(SpriteBatch) : void	100	1			1	2	0
Namespace	LoZGame (Debug)	LoZClone			83	2430		2	306	15914	4248
Type	LoZGame (Debug)	LoZClone	Arrow		81	5		1	8	32	8
Member	LoZGame (Debug)	LoZClone	Arrow	texture : Texture2D	100	0			1	1	0
Member	LoZGame (Debug)	LoZClone	Arrow	frame : Rectangle	100	0			1	1	0
Member	LoZGame (Debug)	LoZClone	Arrow	lifeTime : int	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	Arrow	scale : int	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	Arrow	rotation : float	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	Arrow	location : Vector2	100	2			1	2	0
Member	LoZGame (Debug)	LoZClone	Arrow	location.get() : Vector2	100	1			1	1	0
Member	LoZGame (Debug)	LoZClone	Arrow	location.set(Vector2) : void	100	1			1	1	0
Member	LoZGame (Debug)	LoZClone	Arrow	Arrow(Texture2D, Vector2, int)	68	1			3	10	6
Member	LoZGame (Debug)	LoZClone	Arrow	Update() : void	100	1			0	5	1
Member	LoZGame (Debug)	LoZClone	Arrow	Draw(SpriteBatch) : void	87	1			7	5	1
Type	LoZGame (Debug)	LoZClone	ArrowProjectile		71	15		1	9	87	41
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	travelRate : int	93	0			0	1	1
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	linkSize : int	93	0			0	1	1
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	width : int	93	0			0	1	1
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	height : int	93	0			0	1	1
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	texture : Texture2D	100	0			1	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	frame : Rectangle	100	0			1	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	origin : Vector2	100	0			1	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	lifeTime : int	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	scale : int	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	direction : string	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	rotation : float	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	dX : int	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	dY : int	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	instance : int	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	expired : bool	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	hostile : bool	100	0			0	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	IsHostile : bool	100	2			0	2	2
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	IsHostile.get() : bool	100	1			0	1	1
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	location : Vector2	100	2			1	2	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	location.get() : Vector2	100	1			1	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	location.set(Vector2) : void	100	1			1	1	0
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	ArrowProjectile(Texture2D, Vector2, st	46	4			4	41	28
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	IsExpired : bool	100	2			0	2	2
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	IsExpired.get() : bool	100	1			0	1	1
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	Instance : int	100	2			0	2	2
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	Instance.get() : int	100	1			0	1	1
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	Update() : void	71	2			1	11	4
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	Draw(SpriteBatch) : void	87	1			7	5	1
Type	LoZGame (Debug)	LoZClone	AttackingDragonState		81	10		1	13	68	20
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	dragon : Dragon	100	0			1	1	0
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	sprite : IDragonSprite	100	0			1	1	0
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	fireballLeft : FireballSprite	100	0			1	1	0
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	fireballDownLeft : FireballSprite	100	0			1	1	0
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	fireballUpLeft : FireballSprite	100	0			1	1	0
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	AttackingDragonState(Dragon)	69	1			6	9	5
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	moveLeft() : void	92	1			3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	moveRight() : void	92	1			3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	stop() : void	92	1			3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	attack() : void	100	1			0	5	0
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	takeDamage() : void	78	2			2	9	3
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	die() : void	92	1			3	5	1

Member	LoZGame (Debug)	LoZClone	AttackingDragonState	Update() : void	77	1	2	8	4
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	Draw(SpriteBatch) : void	73	1	6	8	4
Type	LoZGame (Debug)	LoZClone	AttackingGoriyaState		88	16	1	76	12
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	goriya : Goriya	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	sprite : IGoriyaSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	boomerangSprite : IProjectile	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	AttackingGoriyaState(Goriya)	77	6	7	21	2
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	attack() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	AttackingGoriyaState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	AttackState		80	24	1	20	31
Member	LoZGame (Debug)	LoZClone	AttackState	game : LoZGame	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	AttackState	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	AttackState	sprite : ISprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	AttackState	lockoutTimer : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	AttackState	AttackState(LoZGame, IPlayer)	75	1	3	8	4
Member	LoZGame (Debug)	LoZClone	AttackState	createCorrectSprite() : ISprite	64	4	7	20	7
Member	LoZGame (Debug)	LoZClone	AttackState	Idle() : void	82	2	4	8	2
Member	LoZGame (Debug)	LoZClone	AttackState	MoveUp() : void	82	2	4	8	2
Member	LoZGame (Debug)	LoZClone	AttackState	MoveDown() : void	82	2	4	8	2
Member	LoZGame (Debug)	LoZClone	AttackState	MoveLeft() : void	82	2	4	8	2
Member	LoZGame (Debug)	LoZClone	AttackState	MoveRight() : void	82	2	4	8	2
Member	LoZGame (Debug)	LoZClone	AttackState	Attack() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	AttackState	Die() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	AttackState	PickupItem(int) : void	81	2	4	8	2
Member	LoZGame (Debug)	LoZClone	AttackState	UseItem(int) : void	81	2	4	8	2
Member	LoZGame (Debug)	LoZClone	AttackState	Update() : void	80	2	1	10	3
Member	LoZGame (Debug)	LoZClone	AttackState	Draw() : void	89	1	6	5	1
Type	LoZGame (Debug)	LoZClone	BlockManager		76	9	1	4	18
Member	LoZGame (Debug)	LoZClone	BlockManager	blockList : List<ISprite>	100	0	2	1	0
Member	LoZGame (Debug)	LoZClone	BlockManager	currentBlock : ISprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockManager	currentIndex : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlockManager	maxIndex : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlockManager	location : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockManager	BlockManager()	86	1	0	6	2
Member	LoZGame (Debug)	LoZClone	BlockManager	loadSprites(int, int) : void	68	2	4	12	6
Member	LoZGame (Debug)	LoZClone	BlockManager	cycleLeft() : void	73	2	2	11	4
Member	LoZGame (Debug)	LoZClone	BlockManager	cycleRight() : void	74	2	2	11	4
Member	LoZGame (Debug)	LoZClone	BlockManager	currentIndex : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	BlockManager	currentIndex.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BlockManager	currentIndex.set(int) : void	96	1	0	1	1
Type	LoZGame (Debug)	LoZClone	BlockSpriteFactory		79	24	1	25	66
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	ladderTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	ladderData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	stairsTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	stairsData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	doorDownTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	doorDownData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	doorLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	doorLeftData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	doorRightTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	doorRightData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	doorUpTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	doorUpData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	fireTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	fireData : SpriteSheetData	85	0	1	1	1

Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	floorTileTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	floorTileData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	gapTileTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	gapTileData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	movableSquareTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	movableSquareData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	bombedOpeningDownTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	bombedOpeningDownData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	bombedOpeningUpTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	bombedOpeningUpData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	bombedOpeningRightTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	bombedOpeningRightData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	bombedOpeningLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	bombedOpeningLeftData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	blueStatueRightTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	blueStatueRightData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	blueStatueLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	blueStatueLeftData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	turquoiseStatueTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	turquoiseStatueData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	brickTileTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	brickTileData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	InstanceValue : BlockSpriteFactory	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	Instance : BlockSpriteFactory	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	Instance.get() : BlockSpriteFactory	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	BlockSpriteFactory()	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	LoadAllTextures(ContentManager) : void	52	1	3	22	18
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	getAll(int, int) : List<ISprite>	50	1	22	28	23
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	Ladder(Vector2) : LadderSprite	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	Stairs(Vector2) : StairsSprite	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	DoorDown(Vector2) : DoorDownSprite	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	DoorLeft(Vector2) : DoorLeftSprite	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	DoorRight(Vector2) : DoorRightSprite	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	DoorUp(Vector2) : DoorUpSprite	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	Fire(Vector2) : FireSprite	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	FloorTile(Vector2) : FloorTileSprite	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	GapTile(Vector2) : GapTileSprite	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	MovableSquare(Vector2) : MovableSquare	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	BombedOpeningDown(Vector2) : BombedOpeningDown	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	BombedOpeningUp(Vector2) : BombedOpeningUp	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	BombedOpeningLeft(Vector2) : BombedOpeningLeft	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	BombedOpeningRight(Vector2) : BombedOpeningRight	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	BlueStatueRight(Vector2) : BlueStatueRight	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	BlueStatueLeft(Vector2) : BlueStatueLeft	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	TurquoiseStatueLeft(Vector2) : TurquoiseStatueLeft	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	TurquoiseStatueRight(Vector2) : TurquoiseStatueRight	93	1	4	5	1
Member	LoZGame (Debug)	LoZClone	BlockSpriteFactory	BrickTile(Vector2) : BrickTileSprite	93	1	4	5	1
Type	LoZGame (Debug)	LoZClone	BlueCandle		88	5	1	8	7
Member	LoZGame (Debug)	LoZClone	BlueCandle	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandle	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandle	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandle	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandle	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	BlueCandle	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandle	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandle	BlueCandle(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	BlueCandle	Update() : void	100	1	0	5	1
Member	LoZGame (Debug)	LoZClone	BlueCandle	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	BlueCandleProjectile		70	19	1	9	45
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	linkSize : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	width : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	height : int	93	0	0	1	1

Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	lifeTimeMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	travelDistance : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	firstFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	secondFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	direction : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	destination : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	distTravelled : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	instance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	hostile : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	IsHostile : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	IsHostile.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	BlueCandleProjectile(Texture2D, Vecto	49	4	3	35	22
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	IsExpired : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	IsExpired.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	nextFrame() : void	79	2	1	12	3
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	Update() : void	58	4	2	22	11
Member	LoZGame (Debug)	LoZClone	BlueCandleProjectile	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	BlueRing		80	5	1	7	8
Member	LoZGame (Debug)	LoZClone	BlueRing	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueRing	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueRing	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueRing	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueRing	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	BlueRing	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueRing	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueRing	BlueRing(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	BlueRing	Update() : void	100	1	0	5	1
Member	LoZGame (Debug)	LoZClone	BlueRing	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	BlueStatueLeftSprite		80	3	1	8	8
Member	LoZGame (Debug)	LoZClone	BlueStatueLeftSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueStatueLeftSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueStatueLeftSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueStatueLeftSprite	BlueStatueLeftSprite(Texture2D, Sprit	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	BlueStatueLeftSprite	Update() : void	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	BlueStatueLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1	6	11	5
Type	LoZGame (Debug)	LoZClone	BlueStatueRightSprite		80	3	1	8	8
Member	LoZGame (Debug)	LoZClone	BlueStatueRightSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BlueStatueRightSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueStatueRightSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BlueStatueRightSprite	BlueStatueRightSprite(Texture2D, Sprit	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	BlueStatueRightSprite	Update() : void	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	BlueStatueRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1	6	11	5
Type	LoZGame (Debug)	LoZClone	Bomb		80	5	1	7	8
Member	LoZGame (Debug)	LoZClone	Bomb	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Bomb	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Bomb	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Bomb	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Bomb	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Bomb	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Bomb	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Bomb	Bomb(Texture2D, Vector2, int)	71	1	3	9	5

Member	LoZGame (Debug)	LoZClone	Bomb	Update() : void	100	1		0	5	1
Member	LoZGame (Debug)	LoZClone	Bomb	Draw(SpriteBatch) : void	78	1		6	6	2
Type	LoZGame (Debug)	LoZClone	BombedOpeningDownSprite		80	3	1	8	28	8
Member	LoZGame (Debug)	LoZClone	BombedOpeningDownSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningDownSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningDownSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningDownSprite	BombedOpeningDownSprite(Texture2D,	78	1		2	8	3
Member	LoZGame (Debug)	LoZClone	BombedOpeningDownSprite	Update() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningDownSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1		6	11	5
Type	LoZGame (Debug)	LoZClone	BombedOpeningLeftSprite		80	3	1	8	28	8
Member	LoZGame (Debug)	LoZClone	BombedOpeningLeftSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningLeftSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningLeftSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningLeftSprite	BombedOpeningLeftSprite(Texture2D,	78	1		2	8	3
Member	LoZGame (Debug)	LoZClone	BombedOpeningLeftSprite	Update() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1		6	11	5
Type	LoZGame (Debug)	LoZClone	BombedOpeningRightSprite		80	3	1	8	28	8
Member	LoZGame (Debug)	LoZClone	BombedOpeningRightSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningRightSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningRightSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningRightSprite	BombedOpeningRightSprite(Texture2D,	78	1		2	8	3
Member	LoZGame (Debug)	LoZClone	BombedOpeningRightSprite	Update() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1		6	11	5
Type	LoZGame (Debug)	LoZClone	BombedOpeningUpSprite		80	3	1	8	28	8
Member	LoZGame (Debug)	LoZClone	BombedOpeningUpSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningUpSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningUpSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningUpSprite	BombedOpeningUpSprite(Texture2D, s	78	1		2	8	3
Member	LoZGame (Debug)	LoZClone	BombedOpeningUpSprite	Update() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	BombedOpeningUpSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1		6	11	5
Type	LoZGame (Debug)	LoZClone	BombExplosion		76	17	1	8	75	30
Member	LoZGame (Debug)	LoZClone	BombExplosion	maxLifeTime : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	BombExplosion	dissipateOne : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	BombExplosion	dissipateTwo : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	BombExplosion	texture : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	frameOne : Rectangle	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	frameTwo : Rectangle	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	frameThree : Rectangle	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	currentFrame : Rectangle	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	lifeTime : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	scale : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	rotation : float	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	instance : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	expired : bool	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	location : Vector2	100	2		1	2	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	location.get() : Vector2	100	1		1	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	location.set(Vector2) : void	100	1		1	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	hostile : bool	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BombExplosion	IsHostile : bool	100	2		0	2	2
Member	LoZGame (Debug)	LoZClone	BombExplosion	IsHostile.get() : bool	100	1		0	1	1
Member	LoZGame (Debug)	LoZClone	BombExplosion	BombExplosion(Texture2D, Vector2, in	59	1		3	16	12
Member	LoZGame (Debug)	LoZClone	BombExplosion	IsExpired : bool	100	2		0	2	2
Member	LoZGame (Debug)	LoZClone	BombExplosion	IsExpired.get() : bool	100	1		0	1	1
Member	LoZGame (Debug)	LoZClone	BombExplosion	Instance : int	100	2		0	2	2
Member	LoZGame (Debug)	LoZClone	BombExplosion	Instance.get() : int	100	1		0	1	1
Member	LoZGame (Debug)	LoZClone	BombExplosion	nextFrame() : void	75	3		1	12	4
Member	LoZGame (Debug)	LoZClone	BombExplosion	Update() : void	71	4		0	14	5
Member	LoZGame (Debug)	LoZClone	BombExplosion	Draw(SpriteBatch) : void	87	1		7	5	1
Type	LoZGame (Debug)	LoZClone	BombProjectile		74	16	1	9	79	32
Member	LoZGame (Debug)	LoZClone	BombProjectile	linkSize : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	BombProjectile	width : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	BombProjectile	height : int	93	0		0	1	1

Member	LoZGame (Debug)	LoZClone	BombProjectile	maxLife : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BombProjectile	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	isStatic : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	instance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	direction : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	hostile : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	explosion : ExplosionManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	IsHostile : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BombProjectile	IsHostile.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BombProjectile	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BombProjectile	BombProjectile(Texture2D, Vector2, st	52	4	4	31	17
Member	LoZGame (Debug)	LoZClone	BombProjectile	IsExpired : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BombProjectile	IsExpired.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BombProjectile	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BombProjectile	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BombProjectile	Update() : void	66	3	2	16	6
Member	LoZGame (Debug)	LoZClone	BombProjectile	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	Boomerang		88	5	1	8	7
Member	LoZGame (Debug)	LoZClone	Boomerang	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Boomerang	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Boomerang	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Boomerang	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Boomerang	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Boomerang	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Boomerang	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Boomerang	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Boomerang	Boomerang(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	Boomerang	Update() : void	100	1	0	5	1
Member	LoZGame (Debug)	LoZClone	Boomerang	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	BoomerangEnemy		68	23	1	11	66
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	direction : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	instance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	returning : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	isReturned : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	maxDistance : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	travelRate : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	dX : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	dY : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	distTraveled : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	enemyLoc : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	enemy : Goriya	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	IsHostile : bool	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	IsHostile.get() : bool	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	BoomerangEnemy(Texture2D, Goriya, i	46	4	4	46	31
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	rotate() : void	92	1	1	5	1
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	updateLoc() : void	86	1	1	5	1
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	returnHome() : void	53	5	3	31	17
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	IsExpired : bool	100	2	0	2	2

Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	IsExpired.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	Update() : void	65	4	0	24	9
Member	LoZGame (Debug)	LoZClone	BoomerangEnemy	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	BoomerangProjectile		68	29	1	11	163
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	linkSize : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	width : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	height : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	maxDistance : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	travelRate : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	xBound : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	yBound : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	origin : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	dX : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	dY : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	direction : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	instance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	returning : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	isReturned : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	distTraveled : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	playerLoc : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	hostile : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	IsHostile : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	IsHostile.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	BoomerangProjectile(Texture2D, IPlayer)	45	4	4	46	31
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	rotate() : void	92	1	1	5	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	updateLoc() : void	86	1	1	5	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	checkBounds() : void	78	5	1	8	2
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	returnHome() : void	53	5	3	30	16
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	IsExpired : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	IsExpired.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	Update() : void	64	4	0	26	10
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	Bow		80	6	1	7	35
Member	LoZGame (Debug)	LoZClone	Bow	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Bow	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Bow	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Bow	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Bow	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Bow	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Bow	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Bow	Bow(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	Bow	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	Bow	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	BrickTileSprite		80	3	1	8	28
Member	LoZGame (Debug)	LoZClone	BrickTileSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	BrickTileSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BrickTileSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	BrickTileSprite	BrickTileSprite(Texture2D, SpriteSheet)	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	BrickTileSprite	Update() : void	100	1	0	2	0

Member	LoZGame (Debug)	LoZClone	BrickTileSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1	6	11	5	
Type	LoZGame (Debug)	LoZClone	Clock		80	6	1	7	34	10
Member	LoZGame (Debug)	LoZClone	Clock	texture : Texture2D	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	Clock	frame : Rectangle	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	Clock	lifeTime : int	100	0	0	1	0	0
Member	LoZGame (Debug)	LoZClone	Clock	scale : int	100	0	0	1	0	0
Member	LoZGame (Debug)	LoZClone	Clock	location : Vector2	100	2	1	2	0	0
Member	LoZGame (Debug)	LoZClone	Clock	location.get() : Vector2	100	1	1	1	0	0
Member	LoZGame (Debug)	LoZClone	Clock	location.set(Vector2) : void	100	1	1	1	0	0
Member	LoZGame (Debug)	LoZClone	Clock	Clock(Texture2D, Vector2, int)	71	1	3	9	5	5
Member	LoZGame (Debug)	LoZClone	Clock	Update() : void	80	2	0	9	3	3
Member	LoZGame (Debug)	LoZClone	Clock	Draw(SpriteBatch) : void	78	1	6	6	2	2
Type	LoZGame (Debug)	LoZClone	CommandArrow		83	5	1	4	33	8
Member	LoZGame (Debug)	LoZClone	CommandArrow	PriorityValue : int	93	0	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandArrow	player : IPlayer	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandArrow	entity : EntityManager	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandArrow	CommandArrow(IPlayer, EntityManager)	85	1	2	11	2	2
Member	LoZGame (Debug)	LoZClone	CommandArrow	Priority : int	100	2	0	3	2	2
Member	LoZGame (Debug)	LoZClone	CommandArrow	Priority.get() : int	100	1	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandArrow	Execute() : void	77	2	3	10	3	3
Type	LoZGame (Debug)	LoZClone	CommandAttackA		83	5	1	4	33	8
Member	LoZGame (Debug)	LoZClone	CommandAttackA	PriorityValue : int	93	0	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandAttackA	player : IPlayer	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandAttackA	entity : EntityManager	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandAttackA	CommandAttackA(IPlayer, EntityMana	85	1	2	11	2	2
Member	LoZGame (Debug)	LoZClone	CommandAttackA	Priority : int	100	2	0	3	2	2
Member	LoZGame (Debug)	LoZClone	CommandAttackA	Priority.get() : int	100	1	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandAttackA	Execute() : void	78	2	3	10	3	3
Type	LoZGame (Debug)	LoZClone	CommandAttackB		83	5	1	4	33	8
Member	LoZGame (Debug)	LoZClone	CommandAttackB	PriorityValue : int	93	0	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandAttackB	player : IPlayer	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandAttackB	entity : EntityManager	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandAttackB	CommandAttackB(IPlayer, EntityMana	85	1	2	11	2	2
Member	LoZGame (Debug)	LoZClone	CommandAttackB	Priority : int	100	2	0	3	2	2
Member	LoZGame (Debug)	LoZClone	CommandAttackB	Priority.get() : int	100	1	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandAttackB	Execute() : void	78	2	3	10	3	3
Type	LoZGame (Debug)	LoZClone	CommandBlockLeft		94	4	1	2	26	5
Member	LoZGame (Debug)	LoZClone	CommandBlockLeft	PriorityValue : int	91	0	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandBlockLeft	block : BlockManager	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandBlockLeft	CommandBlockLeft(BlockManager)	96	1	1	9	1	1
Member	LoZGame (Debug)	LoZClone	CommandBlockLeft	Priority : int	100	2	0	3	2	2
Member	LoZGame (Debug)	LoZClone	CommandBlockLeft	Priority.get() : int	100	1	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandBlockLeft	Execute() : void	100	1	1	6	1	1
Type	LoZGame (Debug)	LoZClone	CommandBlockRight		94	4	1	2	27	5
Member	LoZGame (Debug)	LoZClone	CommandBlockRight	PriorityValue : int	91	0	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandBlockRight	block : BlockManager	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandBlockRight	CommandBlockRight(BlockManager)	96	1	1	9	1	1
Member	LoZGame (Debug)	LoZClone	CommandBlockRight	Priority : int	100	2	0	3	2	2
Member	LoZGame (Debug)	LoZClone	CommandBlockRight	Priority.get() : int	100	1	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandBlockRight	Execute() : void	100	1	1	6	1	1
Type	LoZGame (Debug)	LoZClone	CommandBlueCandle		82	6	1	4	31	8
Member	LoZGame (Debug)	LoZClone	CommandBlueCandle	PriorityValue : int	93	0	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandBlueCandle	player : IPlayer	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandBlueCandle	entity : EntityManager	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandBlueCandle	CommandBlueCandle(IPlayer, EntityM	85	1	2	11	2	2
Member	LoZGame (Debug)	LoZClone	CommandBlueCandle	Execute() : void	75	3	3	9	3	3
Member	LoZGame (Debug)	LoZClone	CommandBlueCandle	Priority : int	100	2	0	2	2	2
Member	LoZGame (Debug)	LoZClone	CommandBlueCandle	Priority.get() : int	100	1	0	1	1	1
Type	LoZGame (Debug)	LoZClone	CommandBomb		83	5	1	4	33	8
Member	LoZGame (Debug)	LoZClone	CommandBomb	PriorityValue : int	93	0	0	1	1	1
Member	LoZGame (Debug)	LoZClone	CommandBomb	player : IPlayer	100	0	1	1	0	0
Member	LoZGame (Debug)	LoZClone	CommandBomb	entity : EntityManager	100	0	1	1	0	0

Member	LoZGame (Debug)	LoZClone	CommandBomb	CommandBomb(IPlayer, EntityManage	85	1	2	11	2
Member	LoZGame (Debug)	LoZClone	CommandBomb	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandBomb	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandBomb	Execute() : void	77	2	3	10	3
Type	LoZGame (Debug)	LoZClone	CommandBoomerang		82	6	1	4	8
Member	LoZGame (Debug)	LoZClone	CommandBoomerang	PriorityValue : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandBoomerang	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandBoomerang	entity : EntityManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandBoomerang	CommandBoomerang(IPlayer, EntityM	85	1	2	11	2
Member	LoZGame (Debug)	LoZClone	CommandBoomerang	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandBoomerang	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandBoomerang	Execute() : void	75	3	3	10	3
Type	LoZGame (Debug)	LoZClone	CommandDamage		94	4	1	2	5
Member	LoZGame (Debug)	LoZClone	CommandDamage	PriorityValue : int	91	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandDamage	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandDamage	CommandDamage(IPlayer)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandDamage	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandDamage	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandDamage	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	CommandDown		94	4	1	2	5
Member	LoZGame (Debug)	LoZClone	CommandDown	PriorityValue : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandDown	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandDown	CommandDown(IPlayer)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandDown	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandDown	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandDown	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	CommandEnemyLeft		94	4	1	2	5
Member	LoZGame (Debug)	LoZClone	CommandEnemyLeft	PriorityValue : int	91	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandEnemyLeft	enemy : EnemyManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandEnemyLeft	CommandEnemyLeft(EnemyManager)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandEnemyLeft	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandEnemyLeft	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandEnemyLeft	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	CommandEnemyRight		94	4	1	2	5
Member	LoZGame (Debug)	LoZClone	CommandEnemyRight	PriorityValue : int	91	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandEnemyRight	enemy : EnemyManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandEnemyRight	CommandEnemyRight(EnemyManager)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandEnemyRight	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandEnemyRight	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandEnemyRight	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	CommandIdle		94	4	1	2	5
Member	LoZGame (Debug)	LoZClone	CommandIdle	PriorityValue : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandIdle	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandIdle	CommandIdle(IPlayer)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandIdle	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandIdle	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandIdle	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	CommandItemLeft		94	4	1	2	5
Member	LoZGame (Debug)	LoZClone	CommandItemLeft	PriorityValue : int	91	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandItemLeft	item : ItemManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandItemLeft	CommandItemLeft(ItemManager)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandItemLeft	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandItemLeft	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandItemLeft	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	CommandItemRight		94	4	1	2	5
Member	LoZGame (Debug)	LoZClone	CommandItemRight	PriorityValue : int	91	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandItemRight	item : ItemManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandItemRight	CommandItemRight(ItemManager)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandItemRight	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandItemRight	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandItemRight	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	CommandLeft		94	4	1	2	5

Member	LoZGame (Debug)	LoZClone	CommandLeft	PriorityValue : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandLeft	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandLeft	CommandLeft(IPlayer)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandLeft	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandLeft	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandLeft	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	CommandLoader		61	5	1	33	29
Member	LoZGame (Debug)	LoZClone	CommandLoader	commandIdle : CommandIdle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandLoader	dictionary : Dictionary<Keys, IComman	100	0	3	1	0
Member	LoZGame (Debug)	LoZClone	CommandLoader	CommandLoader(LoZGame, IPlayer, It	48	1	33	48	25
Member	LoZGame (Debug)	LoZClone	CommandLoader	GetIdle : ICommand	100	2	2	2	2
Member	LoZGame (Debug)	LoZClone	CommandLoader	GetIdle.get() : ICommand	100	1	2	1	1
Member	LoZGame (Debug)	LoZClone	CommandLoader	GetDict : Dictionary<Keys, ICommand>	100	2	3	2	2
Member	LoZGame (Debug)	LoZClone	CommandLoader	GetDict.get() : Dictionary<Keys, IComr	100	1	3	1	1
Type	LoZGame (Debug)	LoZClone	CommandMagicBoomerang		82	6	1	4	8
Member	LoZGame (Debug)	LoZClone	CommandMagicBoomerang	PriorityValue : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandMagicBoomerang	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandMagicBoomerang	entity : EntityManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandMagicBoomerang	CommandMagicBoomerang(IPlayer, Er	85	1	2	11	2
Member	LoZGame (Debug)	LoZClone	CommandMagicBoomerang	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandMagicBoomerang	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandMagicBoomerang	Execute() : void	75	3	3	10	3
Type	LoZGame (Debug)	LoZClone	CommandQuit		94	4	1	2	5
Member	LoZGame (Debug)	LoZClone	CommandQuit	PriorityValue : int	91	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandQuit	game : LoZGame	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandQuit	CommandQuit(LoZGame)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandQuit	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandQuit	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandQuit	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	CommandRedCandle		83	5	1	4	8
Member	LoZGame (Debug)	LoZClone	CommandRedCandle	PriorityValue : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandRedCandle	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandRedCandle	entity : EntityManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandRedCandle	CommandRedCandle(IPlayer, EntityMa	85	1	2	11	2
Member	LoZGame (Debug)	LoZClone	CommandRedCandle	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandRedCandle	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandRedCandle	Execute() : void	77	2	3	10	3
Type	LoZGame (Debug)	LoZClone	CommandReset		67	4	1	12	25
Member	LoZGame (Debug)	LoZClone	CommandReset	PriorityValue : int	91	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandReset	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandReset	item : ItemManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandReset	block : BlockManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandReset	game : LoZGame	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandReset	entity : EntityManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandReset	enemy : EnemyManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandReset	CommandReset(LoZGame, IPlayer, Iter	69	1	6	19	6
Member	LoZGame (Debug)	LoZClone	CommandReset	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandReset	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandReset	Execute() : void	55	1	11	25	16
Type	LoZGame (Debug)	LoZClone	CommandRight		94	4	1	2	5
Member	LoZGame (Debug)	LoZClone	CommandRight	PriorityValue : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandRight	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandRight	CommandRight(IPlayer)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandRight	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandRight	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandRight	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	CommandSilverArrow		83	5	1	4	8
Member	LoZGame (Debug)	LoZClone	CommandSilverArrow	PriorityValue : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandSilverArrow	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandSilverArrow	entity : EntityManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandSilverArrow	CommandSilverArrow(IPlayer, EntityM	85	1	2	11	2
Member	LoZGame (Debug)	LoZClone	CommandSilverArrow	Priority : int	100	2	0	3	2

Member	LoZGame (Debug)	LoZClone	CommandSilverArrow	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandSilverArrow	Execute() : void	77	2	3	10	3
Type	LoZGame (Debug)	LoZClone	CommandTriforce		83	5	5	33	8
Member	LoZGame (Debug)	LoZClone	CommandTriforce	PriorityValue : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandTriforce	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandTriforce	entity : EntityManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandTriforce	CommandTriforce(IPlayer, EntityManager)	85	1	2	11	2
Member	LoZGame (Debug)	LoZClone	CommandTriforce	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandTriforce	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandTriforce	Execute() : void	77	2	4	10	3
Type	LoZGame (Debug)	LoZClone	CommandUp		94	4	2	26	5
Member	LoZGame (Debug)	LoZClone	CommandUp	PriorityValue : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandUp	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	CommandUp	CommandUp(IPlayer)	96	1	1	9	1
Member	LoZGame (Debug)	LoZClone	CommandUp	Priority : int	100	2	0	3	2
Member	LoZGame (Debug)	LoZClone	CommandUp	Priority.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	CommandUp	Execute() : void	100	1	1	6	1
Type	LoZGame (Debug)	LoZClone	Compass		80	6	7	35	10
Member	LoZGame (Debug)	LoZClone	Compass	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Compass	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Compass	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Compass	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Compass	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Compass	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Compass	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Compass	Compass(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	Compass	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	Compass	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	DeadDodongoState		94	9	7	46	4
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	dodongo : Dodongo	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	sprite : DeadEnemySprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	DeadDodongoState(Dodongo)	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	moveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	moveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	moveUp() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	moveDown() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	takeDamage() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	die() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	DeadDodongoState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DeadDragonState		94	9	7	45	4
Member	LoZGame (Debug)	LoZClone	DeadDragonState	dragon : Dragon	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadDragonState	sprite : DeadEnemySprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadDragonState	DeadDragonState(Dragon)	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DeadDragonState	moveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDragonState	moveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDragonState	takeDamage() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDragonState	die() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDragonState	attack() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDragonState	stop() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadDragonState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	DeadDragonState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DeadEnemySprite		72	5	8	45	20
Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	DeadEnemySprite(Texture2D, SpriteSheet)	71	1	2	9	5

Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	DeadEnemySprite	Draw(SpriteBatch, Vector2, Color) : void	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	DeadGelState		94	9	7	45	4
Member	LoZGame (Debug)	LoZClone	DeadGelState	gel : Gel	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadGelState	sprite : DeadEnemySprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadGelState	DeadGelState(Gel)	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DeadGelState	moveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGelState	moveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGelState	moveUp() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGelState	moveDown() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGelState	takeDamage() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGelState	die() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGelState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	DeadGelState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DeadGoriyaState		94	10	7	49	4
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	goriya : Goriya	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	sprite : DeadEnemySprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	DeadGoriyaState(Goriya)	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	moveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	moveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	moveUp() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	moveDown() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	takeDamage() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	die() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	attack() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	DeadGoriyaState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DeadKeeseState		95	13	7	61	4
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	keese : Keese	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	sprite : DeadEnemySprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	DeadKeeseState(Keese)	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	moveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	moveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	moveUp() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	moveDown() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	moveUpLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	moveUpRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	moveDownLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	moveDownRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	takeDamage() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	die() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	DeadKeeseState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DeadRopeState		94	9	7	45	4
Member	LoZGame (Debug)	LoZClone	DeadRopeState	rope : Rope	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadRopeState	sprite : DeadEnemySprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadRopeState	DeadRopeState(Rope)	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DeadRopeState	moveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadRopeState	moveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadRopeState	moveUp() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadRopeState	moveDown() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadRopeState	takeDamage() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadRopeState	die() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadRopeState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	DeadRopeState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DeadStalfosState		94	9	7	45	4
Member	LoZGame (Debug)	LoZClone	DeadStalfosState	stalfos : Stalfos	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadStalfosState	sprite : DeadEnemySprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadStalfosState	DeadStalfosState(Stalfos)	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DeadStalfosState	moveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadStalfosState	moveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadStalfosState	moveUp() : void	100	1	0	4	0

Member	LoZGame (Debug)	LoZClone	DeadStalfosState	moveDown() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadStalfosState	takeDamage() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadStalfosState	die() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadStalfosState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	DeadStalfosState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DeadWallMasterState		94	9	1	45	4
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	wallMaster : WallMaster	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	sprite : DeadEnemySprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	DeadWallMasterState(WallMaster)	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	moveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	moveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	moveUp() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	moveDown() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	takeDamage() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	die() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	DeadWallMasterState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DeadZolState		94	9	1	45	4
Member	LoZGame (Debug)	LoZClone	DeadZolState	zol : Zol	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadZolState	sprite : DeadEnemySprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DeadZolState	DeadZolState(Zol)	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DeadZolState	moveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadZolState	moveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadZolState	moveUp() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadZolState	moveDown() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadZolState	takeDamage() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadZolState	die() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DeadZolState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	DeadZolState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DieState		92	13	1	66	7
Member	LoZGame (Debug)	LoZClone	DieState	game : LoZGame	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DieState	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DieState	sprite : ISprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DieState	DieState(LoZGame, IPlayer)	74	1	3	8	4
Member	LoZGame (Debug)	LoZClone	DieState	createCorrectSprite() : ISprite	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	DieState	Idle() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DieState	MoveUp() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DieState	MoveDown() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DieState	MoveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DieState	MoveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DieState	Attack() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DieState	Die() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DieState	PickupItem(int) : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DieState	UseItem(int) : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	DieState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	DieState	Draw() : void	89	1	6	5	1
Type	LoZGame (Debug)	LoZClone	Dodongo		80	24	1	122	35
Member	LoZGame (Debug)	LoZClone	Dodongo	currentLocation : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Dodongo	Dodongo()	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	Dodongo	currentState : IEnemyState	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Dodongo	health : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Dodongo	lifeTime : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Dodongo	directionChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Dodongo	currentDirection : Dodongo.Direction	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Dodongo	GetNewDirection() : void	83	1	2	6	2
Member	LoZGame (Debug)	LoZClone	Dodongo	UpdateLoc() : void	76	1	2	24	3
Member	LoZGame (Debug)	LoZClone	Dodongo	CheckBorder() : void	58	5	1	27	12
Member	LoZGame (Debug)	LoZClone	Dodongo	takeDamage() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Dodongo	die() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Dodongo	Update() : void	74	2	0	11	5
Member	LoZGame (Debug)	LoZClone	Dodongo	Draw(SpriteBatch) : void	96	1	2	5	1
Member	LoZGame (Debug)	LoZClone	Dodongo	CurrentState : IEnemyState	98	2	1	6	2

Member	LoZGame (Debug)	LoZClone	Dodongo	CurrentState.get() : IEnemyState	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Dodongo	CurrentState.set(IEnemyState) : void	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Dodongo	Health : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Dodongo	Health.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Dodongo	Health.set(int) : void	96	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Dodongo	CurrentLocation : Vector2	98	2	1	2	2
Member	LoZGame (Debug)	LoZClone	Dodongo	CurrentLocation.get() : Vector2	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Dodongo	CurrentLocation.set(Vector2) : void	96	1	1	1	1
Type	LoZGame (Debug)	LoZClone	Dodongo.Direction		100	1	1	8	0
Member	LoZGame (Debug)	LoZClone	Dodongo.Direction	Up : Dodongo.Direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Dodongo.Direction	Down : Dodongo.Direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Dodongo.Direction	Left : Dodongo.Direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Dodongo.Direction	Right : Dodongo.Direction	100	0	0	1	0
Type	LoZGame (Debug)	LoZClone	DodongoDownSprite		75	6	1	8	47
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	DodongoDownSprite(Texture2D, Sprit	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Member	LoZGame (Debug)	LoZClone	DodongoDownSprite	Attack() : void	100	1	0	2	0
Type	LoZGame (Debug)	LoZClone	DodongoLeftSprite		76	6	1	8	44
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	DodongoLeftSprite(Texture2D, Sprit	78	1	2	7	3
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	66	1	6	12	6
Member	LoZGame (Debug)	LoZClone	DodongoLeftSprite	Attack() : void	100	1	0	2	0
Type	LoZGame (Debug)	LoZClone	DodongoRightSprite		75	6	1	8	47
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	DodongoRightSprite(Texture2D, Sprit	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Member	LoZGame (Debug)	LoZClone	DodongoRightSprite	Attack() : void	100	1	0	2	0
Type	LoZGame (Debug)	LoZClone	DodongoUpSprite		72	5	1	8	46
Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	DodongoUpSprite(Texture2D, Sprit	71	1	2	9	5

Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	Update() : void	70	3	0	15	6
Member	LoZGame (Debug)	LoZClone	DodongoUpSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	DoorDownSprite		75	5	8	48	17
Member	LoZGame (Debug)	LoZClone	DoorDownSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DoorDownSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DoorDownSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DoorDownSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorDownSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorDownSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorDownSprite	DoorDownSprite(Texture2D, SpriteShe	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	DoorDownSprite	Update() : void	70	3	0	18	6
Member	LoZGame (Debug)	LoZClone	DoorDownSprite	Draw(SpriteBatch, Vector2, Color) : voi	66	1	6	12	6
Type	LoZGame (Debug)	LoZClone	DoorLeftSprite		75	5	8	48	17
Member	LoZGame (Debug)	LoZClone	DoorLeftSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DoorLeftSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DoorLeftSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DoorLeftSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorLeftSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorLeftSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorLeftSprite	DoorLeftSprite(Texture2D, SpriteSheet	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	DoorLeftSprite	Update() : void	70	3	0	18	6
Member	LoZGame (Debug)	LoZClone	DoorLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	66	1	6	12	6
Type	LoZGame (Debug)	LoZClone	DoorRightSprite		75	5	8	48	17
Member	LoZGame (Debug)	LoZClone	DoorRightSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DoorRightSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DoorRightSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DoorRightSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorRightSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorRightSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorRightSprite	DoorRightSprite(Texture2D, SpriteShee	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	DoorRightSprite	Update() : void	70	3	0	18	6
Member	LoZGame (Debug)	LoZClone	DoorRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	66	1	6	12	6
Type	LoZGame (Debug)	LoZClone	DoorUpSprite		75	5	8	48	17
Member	LoZGame (Debug)	LoZClone	DoorUpSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DoorUpSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DoorUpSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	DoorUpSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorUpSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorUpSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	DoorUpSprite	DoorUpSprite(Texture2D, SpriteSheetC	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	DoorUpSprite	Update() : void	70	3	0	18	6
Member	LoZGame (Debug)	LoZClone	DoorUpSprite	Draw(SpriteBatch, Vector2, Color) : voi	66	1	6	12	6
Type	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState		88	14	16	76	16
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	keese : Keese	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	sprite : IKeeseSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	DownLeftMovingKeeseState(Keese)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	moveUpLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	moveUpRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	moveDownLeft() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	moveDownRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownLeftMovingKeeseState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DownMovingDodongoState		88	10	12	56	12
Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	dodongo : Dodongo	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	sprite : IDodongoSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	DownMovingDodongoState(Dodongo)	83	1	4	6	2

Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	moveUp() : void	92	1	3	5	0
Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	moveDown() : void	100	1	0	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingDodongoState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DownMovingGelState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	gel : Gel	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	sprite : IGelSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	DownMovingGelState(Gel)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	moveDown() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingGelState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DownMovingGoriyaState		88	11	1	13	61
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	goriya : Goriya	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	sprite : IGoriyaSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	DownMovingGoriyaState(Goriya)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	moveDown() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	attack() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingGoriyaState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DownMovingKeeseState		88	14	1	16	76
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	keese : Keese	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	sprite : IKeeseSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	DownMovingKeeseState(Keese)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	moveDown() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	moveUpLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	moveUpRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	moveDownLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	moveDownRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingKeeseState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DownMovingRopeState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	rope : Rope	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	sprite : IRopeSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	DownMovingRopeState(Rope)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	moveDown() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingRopeState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState		88	8	1	12	47

Member	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState	spikeCross : SpikeCross	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState	sprite : ISpikeCrossSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState	DownMovingSpikeCrossState(SpikeCro	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState	moveDown() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState	stop() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingSpikeCrossState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DownMovingStalfosState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	stalfos : Stalfos	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	sprite : IStalfosSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	DownMovingStalfosState(Stalfos)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	moveDown() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingStalfosState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DownMovingWallMasterState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	wallMaster : WallMaster	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	sprite : IWallMasterSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	DownMovingWallMasterState(WallMa	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	moveDown() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingWallMasterState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DownMovingZolState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	zol : Zol	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	sprite : IZolSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	DownMovingZolState(Zol)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	moveDown() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownMovingZolState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState		88	14	1	16	76
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	keese : Keese	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	sprite : IKeeseSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	DownRightMovingKeeseState(Keese)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	moveUpLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	moveUpRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	moveDownLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	moveDownRight() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	DownRightMovingKeeseState	Draw(SpriteBatch) : void	90	1	5	5	1

Type	LoZGame (Debug)	LoZClone	Dragon		80	22	1	7	111	33
Member	LoZGame (Debug)	LoZClone	Dragon	currentState : IDragonState	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	Dragon	health : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	Dragon	lifeTime : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	Dragon	directionChange : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	Dragon	currentLocation : Vector2	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	Dragon	currentStateEnum : Dragon.stateEnum	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	Dragon	Dragon()	83	1		3	6	2
Member	LoZGame (Debug)	LoZClone	Dragon	getNewDirection() : void	83	1		2	6	2
Member	LoZGame (Debug)	LoZClone	Dragon	updateLoc() : void	76	6		2	23	3
Member	LoZGame (Debug)	LoZClone	Dragon	checkBorder() : void	58	5		1	24	12
Member	LoZGame (Debug)	LoZClone	Dragon	takeDamage() : void	100	1		1	5	1
Member	LoZGame (Debug)	LoZClone	Dragon	die() : void	100	1		1	5	1
Member	LoZGame (Debug)	LoZClone	Dragon	Update() : void	74	2		0	11	5
Member	LoZGame (Debug)	LoZClone	Dragon	Draw(SpriteBatch) : void	96	1		2	5	1
Member	LoZGame (Debug)	LoZClone	Dragon	CurrentState : IDragonState	98	2		1	7	2
Member	LoZGame (Debug)	LoZClone	Dragon	CurrentState.get() : IDragonState	100	1		1	1	1
Member	LoZGame (Debug)	LoZClone	Dragon	CurrentState.set(IDragonState) : void	96	1		1	1	1
Member	LoZGame (Debug)	LoZClone	Dragon	Health : int	98	2		0	6	2
Member	LoZGame (Debug)	LoZClone	Dragon	Health.get() : int	100	1		0	1	1
Member	LoZGame (Debug)	LoZClone	Dragon	Health.set(int) : void	96	1		0	1	1
Type	LoZGame (Debug)	LoZClone	Dragon.stateEnum		100	1	1	0	2	0
Member	LoZGame (Debug)	LoZClone	Dragon.stateEnum	Idle : Dragon.stateEnum	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	Dragon.stateEnum	Left : Dragon.stateEnum	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	Dragon.stateEnum	Right : Dragon.stateEnum	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	Dragon.stateEnum	Attacking : Dragon.stateEnum	100	0		0	1	0
Type	LoZGame (Debug)	LoZClone	DragonDamagedSprite		72	5	1	8	45	20
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	frameDelay : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	DragonDamagedSprite(Texture2D, Spr	71	1		2	9	5
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	Update() : void	70	3		0	14	6
Member	LoZGame (Debug)	LoZClone	DragonDamagedSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Type	LoZGame (Debug)	LoZClone	DragonSprite		72	5	1	8	45	20
Member	LoZGame (Debug)	LoZClone	DragonSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	DragonSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	DragonSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	DragonSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	DragonSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	DragonSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	DragonSprite	frameDelay : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	DragonSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	DragonSprite	DragonSprite(Texture2D, SpriteSheetD	71	1		2	9	5
Member	LoZGame (Debug)	LoZClone	DragonSprite	Update() : void	70	3		0	14	6
Member	LoZGame (Debug)	LoZClone	DragonSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Type	LoZGame (Debug)	LoZClone	EmptyHeart		80	6	1	7	35	10
Member	LoZGame (Debug)	LoZClone	EmptyHeart	texture : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	EmptyHeart	frame : Rectangle	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	EmptyHeart	lifeTime : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	EmptyHeart	scale : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	EmptyHeart	location : Vector2	100	2		1	2	0
Member	LoZGame (Debug)	LoZClone	EmptyHeart	location.get() : Vector2	100	1		1	1	0
Member	LoZGame (Debug)	LoZClone	EmptyHeart	location.set(Vector2) : void	100	1		1	1	0
Member	LoZGame (Debug)	LoZClone	EmptyHeart	EmptyHeart(Texture2D, Vector2, int)	71	1		3	9	5
Member	LoZGame (Debug)	LoZClone	EmptyHeart	Update() : void	80	2		0	9	3
Member	LoZGame (Debug)	LoZClone	EmptyHeart	Draw(SpriteBatch) : void	78	1		6	6	2
Type	LoZGame (Debug)	LoZClone	EnemyManager		73	11	1	16	79	32

Member	LoZGame (Debug)	LoZClone	EnemyManager	enemyList : List<IEnemy>	100	0	2	1	0
Member	LoZGame (Debug)	LoZClone	EnemyManager	currentEnemy : IEnemy	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemyManager	currentIndex : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	EnemyManager	maxIndex : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	EnemyManager	location : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemyManager	entity : EntityManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemyManager	EnemyManager(EntityManager)	75	1	3	8	4
Member	LoZGame (Debug)	LoZClone	EnemyManager	LoadEnemies() : void	60	1	15	16	12
Member	LoZGame (Debug)	LoZClone	EnemyManager	loadSprites() : void	76	2	2	10	4
Member	LoZGame (Debug)	LoZClone	EnemyManager	cycleLeft() : void	73	2	2	12	4
Member	LoZGame (Debug)	LoZClone	EnemyManager	cycleRight() : void	74	2	2	11	4
Member	LoZGame (Debug)	LoZClone	EnemyManager	clear() : void	88	1	2	6	2
Member	LoZGame (Debug)	LoZClone	EnemyManager	CurrentIndex : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	EnemyManager	CurrentIndex.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	EnemyManager	CurrentIndex.set(int) : void	96	1	0	1	1
Type	LoZGame (Debug)	LoZClone	EnemySpriteFactory		86	28	1	27	53
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	stalfos : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	stalfosData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	downGoriya : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	downGoriyaData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	upGoriya : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	upGoriyaData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	leftGoriya : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	leftGoriyaData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	rightGoriya : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	rightGoriyaData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	leftWallMaster : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	leftWallMasterData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	rightWallMaster : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	rightWallMasterData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	leftRope : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	leftRopeData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	rightRope : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	rightRopeData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	gel : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	gelData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	zol : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	zolData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	spikeCross : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	spikeCrossData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	keese : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	keeseData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	dragon : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	dragonData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	damagedDragon : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	damagedDragonData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	fireball : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	fireballData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	downDodongo : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	downDodongoData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	upDodongo : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	upDodongoData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	leftDodongo : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	leftDodongoData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	rightDodongo : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	rightDodongoData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	oldMan : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	oldManData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	merchant : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	merchantData : SpriteSheetData	85	0	1	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	deadEnemy : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	deadEnemyData : SpriteSheetData	85	0	1	1	1

Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	InstanceValue : EnemySpriteFactory	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	Instance : EnemySpriteFactory	100	1	0	8	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	Instance.get() : EnemySpriteFactory	100	1	0	4	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	EnemySpriteFactory()	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	LoadAllTextures(ContentManager) : vo	48	1	3	38	23
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateStalfosSprite() : StalfosSprite	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateDownMovingGoriyaSprite() : Go	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateUpMovingGoriyaSprite() : Goriya	93	1	3	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateLeftMovingGoriyaSprite() : Goriya	93	1	3	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateRightMovingGoriyaSprite() : Goriya	93	1	3	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateLeftMovingWallMasterSprite() :	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateRightMovingWallMasterSprite()	93	1	3	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateLeftMovingRopeSprite() : RopeL	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateRightMovingRopeSprite() : Rope	93	1	3	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateGelSprite() : GelSprite	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateZolSprite() : ZolSprite	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateSpikeCrossSprite() : SpikeCrossS	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateKeeseSprite() : KeeseSprite	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateDragonSprite() : DragonSprite	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateDamagedDragonSprite() : Drago	93	1	3	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateLeftFireballSprite(Vector2) : Fire	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateDownLeftFireballSprite(Vector2)	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateUpLeftFireballSprite(Vector2) : F	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateDownMovingDodongoSprite() : I	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateUpMovingDodongoSprite() : Do	93	1	3	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateLeftMovingDodongoSprite() : Dc	93	1	3	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateRightMovingDodongoSprite() : C	93	1	3	5	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateOldManSprite() : OldManSprite	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateMerchantSprite() : MerchantSpr	93	1	3	6	1
Member	LoZGame (Debug)	LoZClone	EnemySpriteFactory	CreateDeadEnemySprite() : DeadEnem	93	1	3	6	1
Type	LoZGame (Debug)	LoZClone	EntityManager		84	8	1	34	12
Member	LoZGame (Debug)	LoZClone	EntityManager	projectile : ProjectileManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EntityManager	explosion : ExplosionManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	EntityManager	EntityManager()	84	1	2	6	2
Member	LoZGame (Debug)	LoZClone	EntityManager	ProjectileManager : ProjectileManager	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	EntityManager	ProjectileManager.get() : ProjectileMa	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	EntityManager	BoomerangOut : bool	96	2	1	2	2
Member	LoZGame (Debug)	LoZClone	EntityManager	BoomerangOut.get() : bool	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	EntityManager	Update() : void	88	1	2	6	2
Member	LoZGame (Debug)	LoZClone	EntityManager	Draw(SpriteBatch) : void	86	1	3	6	2
Member	LoZGame (Debug)	LoZClone	EntityManager	Clear() : void	84	1	2	6	2
Type	LoZGame (Debug)	LoZClone	ExplosionManager		73	23	1	9	117
Member	LoZGame (Debug)	LoZClone	ExplosionManager	explosionList : Dictionary<int, IProjectil	100	0	2	1	0
Member	LoZGame (Debug)	LoZClone	ExplosionManager	deletable : List<int>	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ExplosionManager	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ExplosionManager	explosionId : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ExplosionManager	explosionListSize : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ExplosionManager	SwordExplosion : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ExplosionManager	SwordExplosion.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ExplosionManager	Explosion : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ExplosionManager	Explosion.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ExplosionManager	ExplosionManager()	71	1	4	9	5
Member	LoZGame (Debug)	LoZClone	ExplosionManager	addExplosion(int, Vector2) : void	65	9	6	48	4
Member	LoZGame (Debug)	LoZClone	ExplosionManager	removeExplosion(int) : void	75	2	2	10	4
Member	LoZGame (Debug)	LoZClone	ExplosionManager	Update() : void	66	5	4	22	8
Member	LoZGame (Debug)	LoZClone	ExplosionManager	Draw(SpriteBatch) : void	85	2	4	8	2
Type	LoZGame (Debug)	LoZClone	ExplosionManager.ExplosionType		100	1	1	5	0
Member	LoZGame (Debug)	LoZClone	ExplosionManager.ExplosionType	BombExplode : ExplosionManager.Expl	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ExplosionManager.ExplosionType	SwordExplode : ExplosionManager.Exp	100	0	0	1	0
Type	LoZGame (Debug)	LoZClone	Fairy		73	25	1	10	143
Member	LoZGame (Debug)	LoZClone	Fairy	directionChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Fairy	frameChange : int	93	0	0	1	1

Member	LoZGame (Debug)	LoZClone	Fairy	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Fairy	firstFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Fairy	secondFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Fairy	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Fairy	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Fairy	currentDirection : Fairy.direction	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Fairy	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Fairy	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Fairy	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Fairy	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Fairy	Fairy(Texture2D, Vector2, int)	65	1	3	12	8
Member	LoZGame (Debug)	LoZClone	Fairy	getNewDirection() : void	83	1	2	6	2
Member	LoZGame (Debug)	LoZClone	Fairy	updateLoc() : void	73	10	2	35	2
Member	LoZGame (Debug)	LoZClone	Fairy	checkBorder() : void	57	5	2	27	12
Member	LoZGame (Debug)	LoZClone	Fairy	nextFrame() : void	79	2	1	12	3
Member	LoZGame (Debug)	LoZClone	Fairy	Update() : void	68	3	0	16	7
Member	LoZGame (Debug)	LoZClone	Fairy	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	Fairy.direction		100	1	1	0	0
Member	LoZGame (Debug)	LoZClone	Fairy.direction	North : Fairy.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Fairy.direction	South : Fairy.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Fairy.direction	East : Fairy.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Fairy.direction	West : Fairy.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Fairy.direction	NorthEast : Fairy.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Fairy.direction	NorthWest : Fairy.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Fairy.direction	SouthEast : Fairy.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Fairy.direction	SouthWest : Fairy.direction	100	0	0	1	0
Type	LoZGame (Debug)	LoZClone	FireballSprite		69	7	1	59	27
Member	LoZGame (Debug)	LoZClone	FireballSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	FireballSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FireballSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FireballSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FireballSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FireballSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	FireballSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	FireballSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	FireballSprite	location : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	FireballSprite	xVelocity : int	91	0	0	1	1
Member	LoZGame (Debug)	LoZClone	FireballSprite	yVelocity : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FireballSprite	FireballSprite(Texture2D, SpriteSheetD	61	3	3	19	10
Member	LoZGame (Debug)	LoZClone	FireballSprite	Update() : void	65	3	1	16	8
Member	LoZGame (Debug)	LoZClone	FireballSprite	Draw(SpriteBatch, Color) : void	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	FireSprite		72	5	1	44	17
Member	LoZGame (Debug)	LoZClone	FireSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	FireSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FireSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FireSprite	currentFrame : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FireSprite	totalFrames : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FireSprite	currentUpdate : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FireSprite	updatesPerFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	FireSprite	FireSprite(Texture2D, SpriteSheetData]	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	FireSprite	Update() : void	72	3	0	12	5
Member	LoZGame (Debug)	LoZClone	FireSprite	Draw(SpriteBatch, Vector2, Color) : voi	66	1	6	12	6
Type	LoZGame (Debug)	LoZClone	FloorTileSprite		80	3	1	28	8
Member	LoZGame (Debug)	LoZClone	FloorTileSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	FloorTileSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FloorTileSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FloorTileSprite	FloorTileSprite(Texture2D, SpriteSheet	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	FloorTileSprite	Update() : void	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	FloorTileSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1	6	11	5
Type	LoZGame (Debug)	LoZClone	Flute		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	Flute	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Flute	frame : Rectangle	100	0	1	1	0

Member	LoZGame (Debug)	LoZClone	Flute	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Flute	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Flute	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Flute	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Flute	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Flute	Flute(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	Flute	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	Flute	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	Food		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	Food	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Food	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Food	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Food	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Food	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Food	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Food	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Food	Food(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	Food	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	Food	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	FullHeart		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	FullHeart	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	FullHeart	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	FullHeart	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FullHeart	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	FullHeart	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	FullHeart	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	FullHeart	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	FullHeart	FullHeart(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	FullHeart	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	FullHeart	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	GapTileSprite		80	3	1	28	8
Member	LoZGame (Debug)	LoZClone	GapTileSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	GapTileSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GapTileSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GapTileSprite	GapTileSprite(Texture2D, SpriteSheetD	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	GapTileSprite	Update() : void	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	GapTileSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1	6	11	5
Type	LoZGame (Debug)	LoZClone	Gel		80	22	1	112	33
Member	LoZGame (Debug)	LoZClone	Gel	currentState : IEnemyState	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Gel	health : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Gel	lifeTime : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Gel	directionChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Gel	currentLocation : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Gel	currentDirection : Gel.direction	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Gel	Gel()	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	Gel	getNewDirection() : void	83	1	2	6	2
Member	LoZGame (Debug)	LoZClone	Gel	updateLoc() : void	76	6	2	23	3
Member	LoZGame (Debug)	LoZClone	Gel	checkBorder() : void	58	5	1	24	12
Member	LoZGame (Debug)	LoZClone	Gel	takeDamage() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Gel	die() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Gel	Update() : void	74	2	0	11	5
Member	LoZGame (Debug)	LoZClone	Gel	Draw(SpriteBatch) : void	96	1	2	5	1
Member	LoZGame (Debug)	LoZClone	Gel	CurrentState : IEnemyState	98	2	1	7	2
Member	LoZGame (Debug)	LoZClone	Gel	CurrentState.get() : IEnemyState	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Gel	CurrentState.set(IEnemyState) : void	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Gel	Health : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Gel	Health.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Gel	Health.set(int) : void	96	1	0	1	1
Type	LoZGame (Debug)	LoZClone	Gel.direction		100	1	1	2	0
Member	LoZGame (Debug)	LoZClone	Gel.direction	Up : Gel.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Gel.direction	Down : Gel.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Gel.direction	Left : Gel.direction	100	0	0	1	0

Member	LoZGame (Debug)	LoZClone	Gel.direction	Right : Gel.direction	100	0		0	1	0
Type	LoZGame (Debug)	LoZClone	GelSprite		72	5	1	8	45	20
Member	LoZGame (Debug)	LoZClone	GelSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	GelSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	GelSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	GelSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	GelSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	GelSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	GelSprite	frameDelay : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	GelSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	GelSprite	GelSprite(Texture2D, SpriteSheetData)	71	1		2	9	5
Member	LoZGame (Debug)	LoZClone	GelSprite	Update() : void	70	3		0	14	6
Member	LoZGame (Debug)	LoZClone	GelSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Type	LoZGame (Debug)	LoZClone	Goriya		76	28	1	9	139	40
Member	LoZGame (Debug)	LoZClone	Goriya	HasBoomerang : bool	98	2		0	5	2
Member	LoZGame (Debug)	LoZClone	Goriya	HasBoomerang.get() : bool	100	1		0	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	HasBoomerang.set(bool) : void	96	1		0	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	currentState : IGoriyaState	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	Goriya	health : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	lifeTime : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	hasBoomerang : bool	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	Goriya	directionChange : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	currentLocation : Vector2	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	Goriya	currentDirection : string	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	entity : EntityManager	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	Goriya	state : Goriya.stateEnum	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	Goriya	Goriya(EntityManager)	74	1		4	8	4
Member	LoZGame (Debug)	LoZClone	Goriya	getNewState() : void	83	1		2	6	2
Member	LoZGame (Debug)	LoZClone	Goriya	updateLoc() : void	69	8		4	34	4
Member	LoZGame (Debug)	LoZClone	Goriya	checkBorder() : void	58	5		1	24	12
Member	LoZGame (Debug)	LoZClone	Goriya	takeDamage() : void	100	1		1	5	1
Member	LoZGame (Debug)	LoZClone	Goriya	die() : void	100	1		1	5	1
Member	LoZGame (Debug)	LoZClone	Goriya	Update() : void	74	2		0	11	5
Member	LoZGame (Debug)	LoZClone	Goriya	Draw(SpriteBatch) : void	96	2		2	5	1
Member	LoZGame (Debug)	LoZClone	Goriya	CurrentState : IGoriyaState	98	2		1	7	2
Member	LoZGame (Debug)	LoZClone	Goriya	CurrentState.get() : IGoriyaState	100	1		1	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	CurrentState.set(IGoriyaState) : void	96	1		1	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	Health : int	98	2		0	6	2
Member	LoZGame (Debug)	LoZClone	Goriya	Health.get() : int	100	1		0	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	Health.set(int) : void	96	0		0	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	direction : string	98	2		0	6	2
Member	LoZGame (Debug)	LoZClone	Goriya	direction.get() : string	100	1		0	1	1
Member	LoZGame (Debug)	LoZClone	Goriya	direction.set(string) : void	96	1		0	1	1
Type	LoZGame (Debug)	LoZClone	Goriya.stateEnum		100	1	1	0	2	0
Member	LoZGame (Debug)	LoZClone	Goriya.stateEnum	Up : Goriya.stateEnum	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	Goriya.stateEnum	Down : Goriya.stateEnum	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	Goriya.stateEnum	Left : Goriya.stateEnum	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	Goriya.stateEnum	Right : Goriya.stateEnum	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	Goriya.stateEnum	Attacking : Goriya.stateEnum	100	0		0	1	0
Type	LoZGame (Debug)	LoZClone	GoriyaDownSprite		72	5	1	8	45	20
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	frameDelay : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	GoriyaDownSprite(Texture2D, SpriteSh	71	1		2	9	5
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	Update() : void	70	3		0	14	6
Member	LoZGame (Debug)	LoZClone	GoriyaDownSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Type	LoZGame (Debug)	LoZClone	GoriyaLeftSprite		72	5	1	8	45	20

Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	GoriyaLeftSprite(Texture2D, SpriteShee	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	GoriyaLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	GoriyaRightSprite		72	5	1	45	20
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	GoriyaRightSprite(Texture2D, SpriteSh	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	GoriyaRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	GoriyaUpSprite		72	5	1	45	20
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	GoriyaUpSprite(Texture2D, SpriteShee	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	GoriyaUpSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	HalfHeart		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	HalfHeart	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	HalfHeart	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	HalfHeart	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	HalfHeart	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	HalfHeart	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	HalfHeart	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	HalfHeart	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	HalfHeart	HalfHeart(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	HalfHeart	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	HalfHeart	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	Health		76	9	1	58	18
Member	LoZGame (Debug)	LoZClone	Health	frameChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Health	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Health	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Health	firstFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Health	secondFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Health	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Health	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Health	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Health	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Health	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Health	Health(Texture2D, Vector2, int)	66	1	3	11	7
Member	LoZGame (Debug)	LoZClone	Health	nextFrame() : void	79	2	1	12	3
Member	LoZGame (Debug)	LoZClone	Health	Update() : void	72	3	0	14	5
Member	LoZGame (Debug)	LoZClone	Health	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	HeartContainer		80	6	1	35	10

Member	LoZGame (Debug)	LoZClone	HeartContainer	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	HeartContainer	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	HeartContainer	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	HeartContainer	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	HeartContainer	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	HeartContainer	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	HeartContainer	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	HeartContainer	HeartContainer(Texture2D, Vector2, in	71	1	3	10	5
Member	LoZGame (Debug)	LoZClone	HeartContainer	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	HeartContainer	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	ICommand		100	2	0	15	0
Member	LoZGame (Debug)	LoZClone	ICommand	Priority : int	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	ICommand	Priority.get() : int	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	ICommand	Execute() : void	100	1	0	5	0
Type	LoZGame (Debug)	LoZClone	IController		100	1	0	10	0
Member	LoZGame (Debug)	LoZClone	IController	Update() : void	100	1	0	4	0
Type	LoZGame (Debug)	LoZClone	IdleDragonState		90	10	1	55	10
Member	LoZGame (Debug)	LoZClone	IdleDragonState	dragon : Dragon	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	IdleDragonState	sprite : IDragonSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	IdleDragonState	IdleDragonState(Dragon)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	IdleDragonState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	IdleDragonState	moveRight() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IdleDragonState	stop() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IdleDragonState	attack() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	IdleDragonState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	IdleDragonState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	IdleDragonState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	IdleDragonState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	IdleSpikeCrossState		90	8	1	46	8
Member	LoZGame (Debug)	LoZClone	IdleSpikeCrossState	spikeCross : SpikeCross	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	IdleSpikeCrossState	sprite : ISpikeCrossSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	IdleSpikeCrossState	IdleSpikeCrossState(SpikeCross)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	IdleSpikeCrossState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	IdleSpikeCrossState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	IdleSpikeCrossState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	IdleSpikeCrossState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	IdleSpikeCrossState	stop() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IdleSpikeCrossState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	IdleSpikeCrossState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	IdleState		87	16	1	87	20
Member	LoZGame (Debug)	LoZClone	IdleState	game : LoZGame	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	IdleState	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	IdleState	sprite : ISprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	IdleState	IdleState(LoZGame, IPlayer)	79	1	3	7	3
Member	LoZGame (Debug)	LoZClone	IdleState	createCorrectSprite() : ISprite	65	4	7	20	7
Member	LoZGame (Debug)	LoZClone	IdleState	Idle() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	IdleState	MoveUp() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	IdleState	MoveDown() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	IdleState	MoveLeft() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	IdleState	MoveRight() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	IdleState	Attack() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	IdleState	Die() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	IdleState	PickupItem(int) : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	IdleState	UseItem(int) : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	IdleState	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	IdleState	Draw() : void	89	1	6	5	1
Type	LoZGame (Debug)	LoZClone	IDodongoSprite		100	2	0	6	0
Member	LoZGame (Debug)	LoZClone	IDodongoSprite	Update() : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IDodongoSprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1	3	2	0
Type	LoZGame (Debug)	LoZClone	IDragonSprite		100	2	0	6	0
Member	LoZGame (Debug)	LoZClone	IDragonSprite	Update() : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IDragonSprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1	3	2	0

Type	LoZGame (Debug)	LoZClone	IDragonState		100	8	0	1	18	0
Member	LoZGame (Debug)	LoZClone	IDragonState	moveLeft() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	IDragonState	moveRight() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IDragonState	attack() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IDragonState	stop() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IDragonState	takeDamage() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IDragonState	die() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IDragonState	Update() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IDragonState	Draw(SpriteBatch) : void	100	1		1	2	0
Type	LoZGame (Debug)	LoZClone	IEnemySprite		100	3	0	3	8	0
Member	LoZGame (Debug)	LoZClone	IEnemySprite	Update() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	IEnemySprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1		3	2	0
Member	LoZGame (Debug)	LoZClone	IEnemySprite	Attack() : void	100	1		0	2	0
Type	LoZGame (Debug)	LoZClone	IEnemyState		100	8	0	1	18	0
Member	LoZGame (Debug)	LoZClone	IEnemyState	moveLeft() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	IEnemyState	moveRight() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IEnemyState	moveUp() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IEnemyState	moveDown() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IEnemyState	takeDamage() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IEnemyState	die() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IEnemyState	Update() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IEnemyState	Draw(SpriteBatch) : void	100	1		1	2	0
Type	LoZGame (Debug)	LoZClone	IGelSprite		100	2	0	3	6	0
Member	LoZGame (Debug)	LoZClone	IGelSprite	Update() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	IGelSprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1		3	2	0
Type	LoZGame (Debug)	LoZClone	IGoriyaSprite		100	2	0	3	6	0
Member	LoZGame (Debug)	LoZClone	IGoriyaSprite	Update() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	IGoriyaSprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1		3	2	0
Type	LoZGame (Debug)	LoZClone	IGoriyaState		100	9	0	1	20	0
Member	LoZGame (Debug)	LoZClone	IGoriyaState	moveLeft() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	IGoriyaState	moveRight() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IGoriyaState	moveUp() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IGoriyaState	moveDown() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IGoriyaState	takeDamage() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IGoriyaState	die() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IGoriyaState	attack() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IGoriyaState	Update() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IGoriyaState	Draw(SpriteBatch) : void	100	1		1	2	0
Type	LoZGame (Debug)	LoZClone	ItemSprite		100	4	0	2	9	0
Member	LoZGame (Debug)	LoZClone	ItemSprite	location : Vector2	100	2		1	1	0
Member	LoZGame (Debug)	LoZClone	ItemSprite	location.get() : Vector2	100	1		1	1	0
Member	LoZGame (Debug)	LoZClone	ItemSprite	location.set(Vector2) : void	100	1		1	1	0
Member	LoZGame (Debug)	LoZClone	ItemSprite	Update() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	ItemSprite	Draw(SpriteBatch) : void	100	1		1	2	0
Type	LoZGame (Debug)	LoZClone	IKeeseSprite		100	2	0	3	6	0
Member	LoZGame (Debug)	LoZClone	IKeeseSprite	Update() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	IKeeseSprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1		3	2	0
Type	LoZGame (Debug)	LoZClone	IKeeseState		100	12	0	1	26	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	moveLeft() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	moveRight() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	moveUp() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	moveDown() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	moveUpLeft() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	moveDownLeft() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	moveUpRight() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	moveDownRight() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	takeDamage() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	die() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	Update() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	IKeeseState	Draw(SpriteBatch) : void	100	1		1	2	0
Type	LoZGame (Debug)	LoZClone	IPlayer		100	30	0	3	113	0
Member	LoZGame (Debug)	LoZClone	IPlayer	State : IPlayerState	100	1		1	4	0

Member	LoZGame (Debug)	LoZClone	IPlayer	State.set(IPlayerState) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentWeapon : string	100	2	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentWeapon.get() : string	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentWeapon.set(string) : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentColor : string	100	2	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentColor.get() : string	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentColor.set(string) : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentDirection : string	100	2	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentDirection.get() : string	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentDirection.set(string) : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentLocation : Vector2	100	2	1	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentLocation.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentLocation.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentTint : Color	100	2	1	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentTint.get() : Color	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentTint.set(Color) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentSpeed : int	100	2	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentSpeed.get() : int	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	CurrentSpeed.set(int) : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	DamageCounter : int	100	2	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	DamageCounter.get() : int	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	DamageCounter.set(int) : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	DamageTimer : int	100	2	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	DamageTimer.get() : int	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	DamageTimer.set(int) : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	IsDead : bool	100	2	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	IsDead.get() : bool	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	IsDead.set(bool) : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IPlayer	Idle() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	MoveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	MoveDown() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	MoveLeft() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	MoveRight() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	TakeDamage() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	Attack() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	PickupItem(int) : void	100	1	0	6	0
Member	LoZGame (Debug)	LoZClone	IPlayer	UseItem(int) : void	100	1	0	6	0
Member	LoZGame (Debug)	LoZClone	IPlayer	Update() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayer	Draw() : void	100	1	0	5	0
Type	LoZGame (Debug)	LoZClone	IPlayerState		100	11	0	62	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	Idle() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	MoveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	MoveDown() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	MoveLeft() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	MoveRight() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	Attack() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	Die() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	PickupItem(int) : void	100	1	0	6	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	UseItem(int) : void	100	1	0	6	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	Update() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	IPlayerState	Draw() : void	100	1	0	5	0
Type	LoZGame (Debug)	LoZClone	IProjectile		100	6	0	16	0
Member	LoZGame (Debug)	LoZClone	IProjectile	IsExpired : bool	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IProjectile	IsExpired.get() : bool	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IProjectile	Instance : int	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	IProjectile	Instance.get() : int	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IProjectile	IsHostile : bool	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	IProjectile	IsHostile.get() : bool	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IProjectile	location : Vector2	100	1	1	2	0
Member	LoZGame (Debug)	LoZClone	IProjectile	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	IProjectile	Update() : void	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	IProjectile	Draw(SpriteBatch) : void	100	1	1	2	0

Type	LoZGame (Debug)	LoZClone	IRopeSprite		100	2	0	3	6	0
Member	LoZGame (Debug)	LoZClone	IRopeSprite	Update() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	IRopeSprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1		3	2	0
Type	LoZGame (Debug)	LoZClone	ISpikeCrossSprite		100	2	0	3	6	0
Member	LoZGame (Debug)	LoZClone	ISpikeCrossSprite	Update() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	ISpikeCrossSprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1		3	2	0
Type	LoZGame (Debug)	LoZClone	ISpikeCrossState		100	7	0	1	16	0
Member	LoZGame (Debug)	LoZClone	ISpikeCrossState	moveLeft() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	ISpikeCrossState	moveRight() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	ISpikeCrossState	moveUp() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	ISpikeCrossState	moveDown() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	ISpikeCrossState	stop() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	ISpikeCrossState	Update() : void	100	1		0	2	0
Member	LoZGame (Debug)	LoZClone	ISpikeCrossState	Draw(SpriteBatch) : void	100	1		1	2	0
Type	LoZGame (Debug)	LoZClone	ISprite		100	2	0	3	19	0
Member	LoZGame (Debug)	LoZClone	ISprite	Update() : void	100	1		0	4	0
Member	LoZGame (Debug)	LoZClone	ISprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1		3	8	0
Type	LoZGame (Debug)	LoZClone	IStalfosSprite		100	2	0	3	6	0
Member	LoZGame (Debug)	LoZClone	IStalfosSprite	Update() : void	100	1		0	1	0
Member	LoZGame (Debug)	LoZClone	IStalfosSprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1		3	2	0
Type	LoZGame (Debug)	LoZClone	ItemManager		73	9	1	4	60	20
Member	LoZGame (Debug)	LoZClone	ItemManager	itemList : List<ItemSprite>	100	0		2	1	0
Member	LoZGame (Debug)	LoZClone	ItemManager	currentItem : ItemSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	ItemManager	currentIndex : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	ItemManager	maxIndex : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	ItemManager	location : Vector2	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	ItemManager	ItemManager()	86	1		0	6	2
Member	LoZGame (Debug)	LoZClone	ItemManager	loadSprites(int, int) : void	68	2		4	12	6
Member	LoZGame (Debug)	LoZClone	ItemManager	cycleLeft() : void	70	2		3	14	5
Member	LoZGame (Debug)	LoZClone	ItemManager	cycleRight() : void	71	2		3	13	5
Member	LoZGame (Debug)	LoZClone	ItemManager	CurrentIndex : int	98	2		0	6	2
Member	LoZGame (Debug)	LoZClone	ItemManager	CurrentIndex.get() : int	100	1		0	1	1
Member	LoZGame (Debug)	LoZClone	ItemManager	CurrentIndex.set(int) : void	96	1		0	1	1
Type	LoZGame (Debug)	LoZClone	ItemSpriteFactory		86	47	1	43	258	88
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	itemSpriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	fireSpriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	dRAW_SCALE : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	InstanceValue : ItemSpriteFactory	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Instance : ItemSpriteFactory	100	2		0	2	2
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Instance.get() : ItemSpriteFactory	100			0	1	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Scale : int	100	2		0	2	2
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Scale.get() : int	100	1		0	1	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	SpriteSheet : Texture2D	100	2		1	2	2
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	SpriteSheet.get() : Texture2D	100			1	1	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	ItemSpriteFactory()	100	1		0	3	0
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	LoadAllTextures(ContentManager) : vo	82			2	6	2
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	getAll(int, int) : List<ItemSprite>	42	1		3	44	40
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Fairy(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Health(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Triforce(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	YellowRuppee(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	FullHeart(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	HalfHeart(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	EmptyHeart(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	HeartContainer(Vector2, int) : ItemSpr	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Clock(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Ruppee(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	LifePotion(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	SecondPotion(Vector2, int) : ItemSprit	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Letter(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Map(Vector2, int) : ItemSprite	92	1		4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Food(Vector2, int) : ItemSprite	92	1		4	5	1

Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	WoodenSword(Vector2, int) : IItemSpri	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	WhiteSword(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	MagicSword(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	MagicShield(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Boomerang(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	MagicBoomerang(Vector2, int) : IItemS	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Bomb(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Bow(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Arrow(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	SilverArrow(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	RedCandle(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	BlueCandle(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	RedRing(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	BlueRing(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	PowerBracelet(Vector2, int) : IItemSpri	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Flute(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Raft(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	StepLadder(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	MagicRod(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	MagicBook(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Key(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	MagicKey(Vector2, int) : IItemSprite	92	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	Compass(Vector2, int) : IItemSprite	92	1	4	5	1
Type	LoZGame (Debug)	LoZClone	IWallMasterSprite		100	2	0	3	6
Member	LoZGame (Debug)	LoZClone	IWallMasterSprite	Update() : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IWallMasterSprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1	3	2	0
Type	LoZGame (Debug)	LoZClone	IZolSprite		100	2	0	3	6
Member	LoZGame (Debug)	LoZClone	IZolSprite	Update() : void	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	IZolSprite	Draw(SpriteBatch, Vector2, Color) : voi	100	1	3	2	0
Type	LoZGame (Debug)	LoZClone	Keese		80	26	1	7	132
Member	LoZGame (Debug)	LoZClone	Keese	currentState : IKeeseState	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Keese	health : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Keese	lifeTime : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Keese	directionChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Keese	currentLocation : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Keese	currentDirection : Keese.direction	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Keese	Keese()	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	Keese	getNewDirection() : void	83	1	2	6	2
Member	LoZGame (Debug)	LoZClone	Keese	updateLoc() : void	73	10	2	35	3
Member	LoZGame (Debug)	LoZClone	Keese	checkBorder() : void	58	5	1	24	12
Member	LoZGame (Debug)	LoZClone	Keese	takeDamage() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Keese	die() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Keese	Update() : void	74	2	0	15	5
Member	LoZGame (Debug)	LoZClone	Keese	Draw(SpriteBatch) : void	96	2	2	10	1
Member	LoZGame (Debug)	LoZClone	Keese	CurrentState : IKeeseState	98	2	1	7	2
Member	LoZGame (Debug)	LoZClone	Keese	CurrentState.get() : IKeeseState	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Keese	CurrentState.set(IKeeseState) : void	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Keese	Health : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Keese	Health.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Keese	Health.set(int) : void	96	1	0	1	1
Type	LoZGame (Debug)	LoZClone	Keese.direction		100	1	1	0	2
Member	LoZGame (Debug)	LoZClone	Keese.direction	Up : Keese.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Keese.direction	Down : Keese.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Keese.direction	Left : Keese.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Keese.direction	Right : Keese.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Keese.direction	UpLeft : Keese.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Keese.direction	UpRight : Keese.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Keese.direction	DownLeft : Keese.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Keese.direction	DownRight : Keese.direction	100	0	0	1	0
Type	LoZGame (Debug)	LoZClone	KeeseSprite		72	5	1	8	45
Member	LoZGame (Debug)	LoZClone	KeeseSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	KeeseSprite	spriteSheetRows : int	100	0	0	1	0

Member	LoZGame (Debug)	LoZClone	KeeseSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	KeeseSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	KeeseSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	KeeseSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	KeeseSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	KeeseSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	KeeseSprite	KeeseSprite(Texture2D, SpriteSheetDa	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	KeeseSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	KeeseSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	Key		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	Key	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Key	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Key	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Key	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Key	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Key	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Key	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Key	Key(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	Key	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	Key	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	KeyboardController		49	26	1	14	43
Member	LoZGame (Debug)	LoZClone	KeyboardController	allCommands : CommandLoader	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	KeyboardController	dict : Dictionary<Keys, ICommand>	100	0	3	1	0
Member	LoZGame (Debug)	LoZClone	KeyboardController	playerCommands : List<KeyValuePair<I	100	0	4	1	0
Member	LoZGame (Debug)	LoZClone	KeyboardController	currentCommand : ICommand	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	KeyboardController	oldState : KeyboardState	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	KeyboardController	KeyboardController(CommandLoader)	74	1	8	12	4
Member	LoZGame (Debug)	LoZClone	KeyboardController	Update() : void	40	25	13	96	39
Type	LoZGame (Debug)	LoZClone	LadderSprite		80	3	1	8	8
Member	LoZGame (Debug)	LoZClone	LadderSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LadderSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LadderSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LadderSprite	LadderSprite(Texture2D, SpriteSheetDa	78	1	2	7	3
Member	LoZGame (Debug)	LoZClone	LadderSprite	Update() : void	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	LadderSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1	6	11	5
Type	LoZGame (Debug)	LoZClone	LeftMovingDodongoState		88	10	1	12	12
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	dodongo : Dodongo	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	sprite : IDodongoSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	LeftMovingDodongoState(Dodongo)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	moveLeft() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingDodongoState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	LeftMovingDragonState		88	10	1	12	12
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	dragon : Dragon	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	sprite : IDragonSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	LeftMovingDragonState(Dragon)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	moveLeft() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	stop() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	attack() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingDragonState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	LeftMovingGelState		88	10	1	12	12
Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	gel : Gel	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	sprite : IGelSprite	100	0	1	1	0

Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	LeftMovingGelState(Gel)	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	moveLeft() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	moveRight() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	takeDamage() : void	78	2		2	9	3
Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	die() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	Update() : void	80	1		3	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingGelState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState		88	11	1	13	62	13
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	goriya : Goriya	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	sprite : IGoriyaSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	LeftMovingGoriyaState(Goriya)	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	moveLeft() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	moveRight() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	attack() : void	92	1		3	6	1
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	takeDamage() : void	78	2		2	9	3
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	die() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	Update() : void	80	1		3	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingGoriyaState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug)	LoZClone	LeftMovingKeeseState		88	14	1	16	76	16
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	keese : Keese	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	sprite : IKeeseSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	LeftMovingKeeseState(Keese)	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	moveLeft() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	moveRight() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	moveUpLeft() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	moveUpRight() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	moveDownLeft() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	moveDownRight() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	takeDamage() : void	78	2		2	9	3
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	die() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	Update() : void	80	1		3	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingKeeseState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug)	LoZClone	LeftMovingRopeState		88	10	1	12	56	12
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	rope : Rope	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	sprite : IRopeSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	LeftMovingRopeState(Rope)	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	moveLeft() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	moveRight() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	takeDamage() : void	78	2		2	9	3
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	die() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	Update() : void	80	1		3	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingRopeState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState		88	8	1	12	47	9
Member	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState	spikeCross : SpikeCross	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState	sprite : ISpikeCrossSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState	LeftMovingSpikeCrossState(SpikeCross)	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState	moveLeft() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState	moveRight() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState	stop() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState	Update() : void	80	1		3	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingSpikeCrossState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug)	LoZClone	LeftMovingStalfosState		88	10	1	12	56	12

Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	stalfos : Stalfos	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	sprite : IStalfosSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	LeftMovingStalfosState(Stalfos)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	moveLeft() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingStalfosState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	wallMaster : WallMaster	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	sprite : IWallMasterSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	LeftMovingWallMasterState(WallMast	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	moveLeft() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingWallMasterState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	LeftMovingZolState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	zol : Zol	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	sprite : IZolSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	LeftMovingZolState(Zol)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	moveLeft() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	Letter		80	6	1	7	35
Member	LoZGame (Debug)	LoZClone	Letter	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Letter	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Letter	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Letter	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Letter	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Letter	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Letter	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Letter	Letter(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	Letter	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	Letter	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	LifePotion		80	6	1	7	35
Member	LoZGame (Debug)	LoZClone	LifePotion	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LifePotion	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LifePotion	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LifePotion	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LifePotion	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	LifePotion	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	LifePotion	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	LifePotion	LifePotion(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	LifePotion	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	LifePotion	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	Link		80	42	1	8	204
Member	LoZGame (Debug)	LoZClone	Link	game : LoZGame	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Link	playerState : IPlayerState	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Link	State : IPlayerState	96	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Link	State.set(IPlayerState) : void	96	1	1	1	1

Member	LoZGame (Debug)	LoZClone	Link	currentWeapon : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Link	CurrentWeapon : string	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Link	CurrentWeapon.get() : string	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	CurrentWeapon.set(string) : void	96	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	currentColor : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Link	CurrentColor : string	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Link	CurrentColor.get() : string	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	CurrentColor.set(string) : void	96	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	currentDirection : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Link	CurrentDirection : string	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Link	CurrentDirection.get() : string	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	CurrentDirection.set(string) : void	96	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	currentLocation : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Link	CurrentLocation : Vector2	98	2	1	6	2
Member	LoZGame (Debug)	LoZClone	Link	CurrentLocation.get() : Vector2	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Link	CurrentLocation.set(Vector2) : void	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Link	currentTint : Color	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Link	CurrentTint : Color	98	2	1	6	2
Member	LoZGame (Debug)	LoZClone	Link	CurrentTint.get() : Color	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Link	CurrentTint.set(Color) : void	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Link	currentSpeed : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Link	CurrentSpeed : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Link	CurrentSpeed.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	CurrentSpeed.set(int) : void	96	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	damageCounter : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Link	DamageCounter : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Link	DamageCounter.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	DamageCounter.set(int) : void	96	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	damageTimer : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Link	DamageTimer : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Link	DamageTimer.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	DamageTimer.set(int) : void	96	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	isDead : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Link	IsDead : bool	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Link	IsDead.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	IsDead.set(bool) : void	96	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Link	Link(LoZGame)	61	1	6	16	11
Member	LoZGame (Debug)	LoZClone	Link	handleDamage() : void	70	4	1	16	5
Member	LoZGame (Debug)	LoZClone	Link	handleBounds() : void	62	5	4	22	8
Member	LoZGame (Debug)	LoZClone	Link	Idle() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Link	MoveUp() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Link	MoveDown() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Link	MoveLeft() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Link	MoveRight() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Link	TakeDamage() : void	72	3	1	14	5
Member	LoZGame (Debug)	LoZClone	Link	Attack() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Link	PickupItem(int) : void	96	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Link	UseItem(int) : void	96	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Link	Update() : void	89	1	1	8	3
Member	LoZGame (Debug)	LoZClone	Link	Draw() : void	100	1	1	5	1
Type	LoZGame (Debug)	LoZClone	LinkAttackDownSprite		64	6	1	87	35
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	linkSprite : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	linkSpriteRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	linkSpriteColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	linkSpriteWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	linkSpriteHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	linkFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	itemSprite : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	itemSpriteRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	itemSpriteColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	itemSpriteWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	itemSpriteHeight : int	100	0	0	1	0

Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	itemFrame : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	itemOffset : Vector2	88	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	counter : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	LinkAttackDownSprite(Texture2D, Sprit	61	1	2	15	10
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	Update() : void	64	4	0	26	9
Member	LoZGame (Debug)	LoZClone	LinkAttackDownSprite	Draw(SpriteBatch, Vector2, Color) : voi	55	1	6	24	14
Type	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite		64	6	1	86	35
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	linkSprite : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	linkSpriteRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	linkSpriteColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	linkSpriteWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	linkSpriteHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	linkFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	itemSprite : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	itemSpriteRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	itemSpriteColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	itemSpriteWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	itemSpriteHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	itemFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	itemOffset : Vector2	88	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	counter : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	LinkAttackLeftSprite(Texture2D, Sprite:	61	1	2	15	10
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	Update() : void	64	4	0	26	9
Member	LoZGame (Debug)	LoZClone	LinkAttackLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	54	1	6	23	14
Type	LoZGame (Debug)	LoZClone	LinkAttackRightSprite		64	6	1	86	35
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	linkSprite : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	linkSpriteRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	linkSpriteColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	linkSpriteWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	linkSpriteHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	linkFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	itemSprite : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	itemSpriteRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	itemSpriteColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	itemSpriteWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	itemSpriteHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	itemFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	itemOffset : Vector2	88	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	counter : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	LinkAttackRightSprite(Texture2D, Sprit	61	1	2	15	10
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	Update() : void	64	4	0	26	9
Member	LoZGame (Debug)	LoZClone	LinkAttackRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	55	1	6	23	14
Type	LoZGame (Debug)	LoZClone	LinkAttackUpSprite		64	6	1	86	35
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	linkSprite : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	linkSpriteRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	linkSpriteColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	linkSpriteWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	linkSpriteHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	linkFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	itemSprite : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	itemSpriteRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	itemSpriteColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	itemSpriteWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	itemSpriteHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	itemFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	itemOffset : Vector2	88	0	1	1	1

Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	counter : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	LinkAttackUpSprite(Texture2D, SpriteS	61	1	2	15	10
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	Update() : void	64	4	0	26	9
Member	LoZGame (Debug)	LoZClone	LinkAttackUpSprite	Draw(SpriteBatch, Vector2, Color) : voi	55	1	6	23	14
Type	LoZGame (Debug)	LoZClone	LinkDieSprite	LinkDieSprite	72	5	8	49	20
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	LinkDieSprite(Texture2D, SpriteSheetD	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	Update() : void	70	3	0	15	6
Member	LoZGame (Debug)	LoZClone	LinkDieSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	LinkIdleDownSprite	LinkIdleDownSprite	75	3	8	36	13
Member	LoZGame (Debug)	LoZClone	LinkIdleDownSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleDownSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleDownSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleDownSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleDownSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleDownSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkIdleDownSprite	LinkIdleDownSprite(Texture2D, SpriteS	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkIdleDownSprite	Update() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	LinkIdleDownSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	LinkIdleLeftSprite	LinkIdleLeftSprite	75	3	8	36	13
Member	LoZGame (Debug)	LoZClone	LinkIdleLeftSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleLeftSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleLeftSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleLeftSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleLeftSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleLeftSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkIdleLeftSprite	LinkIdleLeftSprite(Texture2D, SpriteShe	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkIdleLeftSprite	Update() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	LinkIdleLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	LinkIdleRightSprite	LinkIdleRightSprite	75	3	8	36	13
Member	LoZGame (Debug)	LoZClone	LinkIdleRightSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleRightSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleRightSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleRightSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleRightSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleRightSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkIdleRightSprite	LinkIdleRightSprite(Texture2D, SpriteSl	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkIdleRightSprite	Update() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	LinkIdleRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	LinkIdleUpSprite	LinkIdleUpSprite	75	3	8	36	13
Member	LoZGame (Debug)	LoZClone	LinkIdleUpSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleUpSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleUpSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleUpSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleUpSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkIdleUpSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkIdleUpSprite	LinkIdleUpSprite(Texture2D, SpriteShe	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkIdleUpSprite	Update() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	LinkIdleUpSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	LinkMoveDownSprite	72	5	8	49	20
Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	spriteSheetColumns : int	100	0	0	1	0

Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	LinkMoveDownSprite(Texture2D, Sprit	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	Update() : void	70	3	0	15	6
Member	LoZGame (Debug)	LoZClone	LinkMoveDownSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite		72	5	1	49	20
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	LinkMoveLeftSprite(Texture2D, Sprite5	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	Update() : void	70	3	0	15	6
Member	LoZGame (Debug)	LoZClone	LinkMoveLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	LinkMoveRightSprite		72	5	1	49	20
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	LinkMoveRightSprite(Texture2D, Sprit	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	Update() : void	70	3	0	15	6
Member	LoZGame (Debug)	LoZClone	LinkMoveRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	LinkMoveUpSprite		72	5	1	49	20
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	LinkMoveUpSprite(Texture2D, Sprite5	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	Update() : void	70	3	0	15	6
Member	LoZGame (Debug)	LoZClone	LinkMoveUpSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	LinkPickupItemSprite		75	3	1	36	13
Member	LoZGame (Debug)	LoZClone	LinkPickupItemSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkPickupItemSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkPickupItemSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkPickupItemSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkPickupItemSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkPickupItemSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkPickupItemSprite	LinkPickupItemSprite(Texture2D, Sprit	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkPickupItemSprite	Update() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	LinkPickupItemSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	LinkSpriteFactory		63	82	1	615	190
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	linkWidth : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	linkHeight : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	itemWidth : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	itemHeight : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	greenLinkUpTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	greenLinkUpData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	blueLinkUpTexture : Texture2D	100	0	1	1	0

[illegible]

Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	wandRightData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	wandUpTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	wandUpData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	greenMagicDownTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	greenMagicDownData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	greenMagicLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	greenMagicLeftData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	greenMagicRightTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	greenMagicRightData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	greenMagicUpTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	greenMagicUpData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	blueMagicDownTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	blueMagicDownData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	blueMagicLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	blueMagicLeftData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	blueMagicRightTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	blueMagicRightData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	blueMagicUpTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	blueMagicUpData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	redMagicDownTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	redMagicDownData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	redMagicLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	redMagicLeftData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	redMagicRightTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	redMagicRightData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	redMagicUpTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	redMagicUpData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	InstanceValue : LinkSpriteFactory	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	Instance : LinkSpriteFactory	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	Instance.get() : LinkSpriteFactory	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	LinkSpriteFactory()	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	LoadAllTextures(ContentManager) : void	39	1	3	64	46
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleUp(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleDown(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleLeft(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleRight(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkMoveUp(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkMoveDown(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkMoveLeft(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkMoveRight(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkAttackUp(string, string)	52	9	3	51	17
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkAttackDown(string, string)	52	9	3	51	17
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkAttackLeft(string, string)	52	9	3	51	17
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkAttackRight(string, string)	52	9	3	51	17
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkPickupItem(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkUseItemUp(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkUseItemDown(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkUseItemLeft(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkUseItemRight(string) : LinkIdle	70	3	3	16	5
Member	LoZGame (Debug)	LoZClone	LinkSpriteFactory	CreateSpriteLinkDie(string) : LinkDieSprite	70	3	3	16	5
Type	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite		72	4	1	8	18
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	LinkUseItemDownSprite(Texture2D, SpriteSheet, int)	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	Update() : void	76	2	0	10	4
Member	LoZGame (Debug)	LoZClone	LinkUseItemDownSprite	Draw(SpriteBatch, Vector2, Color) : void	64	1	6	13	7

Type	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite		72	4	1	8	44	18
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	frameDelay : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	LinkUseltemLeftSprite(Texture2D, Sprit	71	1		2	9	5
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	Update() : void	76	2		0	10	4
Member	LoZGame (Debug)	LoZClone	LinkUseltemLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Type	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite		72	4	1	8	44	18
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	frameDelay : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	LinkUseltemRightSprite(Texture2D, Spr	71	1		2	9	5
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	Update() : void	76	2		0	10	4
Member	LoZGame (Debug)	LoZClone	LinkUseltemRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Type	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite		72	4	1	8	44	18
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	frameDelay : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	LinkUseltemUpSprite(Texture2D, Sprit	71	1		2	9	5
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	Update() : void	76	2		0	10	4
Member	LoZGame (Debug)	LoZClone	LinkUseltemUpSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Type	LoZGame (Debug)	LoZClone	LoZGame		70	8	2	34	78	40
Member	LoZGame (Debug)	LoZClone	LoZGame	graphics : GraphicsDeviceManager	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LoZGame	spriteBatch : SpriteBatch	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LoZGame	UpdatesPerSecond : float	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	LoZGame	SpriteBatch : SpriteBatch	100	2		1	2	2
Member	LoZGame (Debug)	LoZClone	LoZGame	SpriteBatch.get() : SpriteBatch	100	1		1	1	1
Member	LoZGame (Debug)	LoZClone	LoZGame	link : IPlayer	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LoZGame	commandLoader : CommandLoader	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LoZGame	keyboardController : IController	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LoZGame	itemManager : ItemManager	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LoZGame	entityManager : EntityManager	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LoZGame	blockManager : BlockManager	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LoZGame	enemyManager : EnemyManager	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LoZGame	LoZGame()	73	1		4	8	4
Member	LoZGame (Debug)	LoZClone	LoZGame	Initialize() : void	64	1		10	12	8
Member	LoZGame (Debug)	LoZClone	LoZGame	LoadContent() : void	63	1		11	13	9
Member	LoZGame (Debug)	LoZClone	LoZGame	UnloadContent() : void	100	1		0	4	0
Member	LoZGame (Debug)	LoZClone	LoZGame	Update(GameTime) : void	68	1		11	11	7
Member	LoZGame (Debug)	LoZClone	LoZGame	Draw(GameTime) : void	63	1		22	13	9
Type	LoZGame (Debug)	LoZClone	MagicBook		80	6	1	7	35	10
Member	LoZGame (Debug)	LoZClone	MagicBook	texture : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBook	frame : Rectangle	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBook	lifeTime : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBook	scale : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBook	location : Vector2	100	2		1	2	0
Member	LoZGame (Debug)	LoZClone	MagicBook	location.get() : Vector2	100	1		1	1	0

Member	LoZGame (Debug)	LoZClone	MagicBook	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBook	MagicBook(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	MagicBook	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	MagicBook	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	MagicBoomerang		88	5	1	8	31
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	MagicBoomerang(Texture2D, Vector2,	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	Update() : void	100	1	0	5	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerang	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy		68	23	1	11	145
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	direction : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	instance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	returning : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	isReturned : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	maxDistance : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	travelRate : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	dX : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	dY : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	distTraveled : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	enemyLoc : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	enemy : Goriya	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	IsHostile : bool	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	IsHostile.get() : bool	100	1	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	MagicBoomerangEnemy(Texture2D, G	46	4	4	45	30
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	rotate() : void	92	1	1	5	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	updateLoc() : void	86	1	1	5	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	returnHome() : void	53	5	3	30	16
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	IsExpired : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	IsExpired.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	Update() : void	65	4	0	25	9
Member	LoZGame (Debug)	LoZClone	MagicBoomerangEnemy	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile		68	29	1	11	164
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	linkSize : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	width : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	height : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	maxDistance : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	travelRate : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	xBound : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	yBound : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	origin : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	direction : string	100	0	0	1	0

Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	instance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	returning : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	isReturned : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	dx : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	dy : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	distTraveled : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	playerLoc : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	hostile : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	IsHostile : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	IsHostile.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	location : Vector2	100	1	1	2	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile(Texture2D,	MagicBoomerangProjectile(Texture2D,	45	4	4	46	31
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	rotate() : void	92	1	1	5	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	updateLoc() : void	86	1	1	5	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	checkBounds() : void	78	5	1	8	2
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	returnHome() : void	53	5	3	30	16
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	IsExpired : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	IsExpired.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	Update() : void	64	4	0	26	10
Member	LoZGame (Debug)	LoZClone	MagicBoomerangProjectile	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	MagicKey		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	MagicKey	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicKey	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicKey	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicKey	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicKey	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	MagicKey	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicKey	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicKey	MagicKey(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	MagicKey	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	MagicKey	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	MagicRod		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	MagicRod	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicRod	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicRod	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicRod	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicRod	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	MagicRod	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicRod	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicRod	MagicRod(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	MagicRod	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	MagicRod	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	MagicShield		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	MagicShield	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicShield	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicShield	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicShield	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicShield	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	MagicShield	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicShield	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicShield	MagicShield(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	MagicShield	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	MagicShield	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	MagicSword		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	MagicSword	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicSword	frame : Rectangle	100	0	1	1	0

Member	LoZGame (Debug)	LoZClone	MagicSword	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicSword	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MagicSword	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	MagicSword	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicSword	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	MagicSword	MagicSword(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	MagicSword	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	MagicSword	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	Map		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	Map	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Map	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Map	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Map	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Map	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Map	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Map	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Map	Map(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	Map	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	Map	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	Merchant		91	5	1	32	4
Member	LoZGame (Debug)	LoZClone	Merchant	currentLocation : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Merchant	sprite : MerchantSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Merchant	Merchant()	82	1	3	6	2
Member	LoZGame (Debug)	LoZClone	Merchant	takeDamage() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	Merchant	die() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	Merchant	Update() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Merchant	Draw(SpriteBatch) : void	91	1	4	5	1
Type	LoZGame (Debug)	LoZClone	MerchantSprite		75	3	1	33	13
Member	LoZGame (Debug)	LoZClone	MerchantSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MerchantSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MerchantSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MerchantSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MerchantSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MerchantSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	MerchantSprite	MerchantSprite(Texture2D, SpriteShee	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	MerchantSprite	Update() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	MerchantSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	MovableSquareSprite		80	3	1	28	8
Member	LoZGame (Debug)	LoZClone	MovableSquareSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MovableSquareSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MovableSquareSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	MovableSquareSprite	MovableSquareSprite(Texture2D, Sprit	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	MovableSquareSprite	Update() : void	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	MovableSquareSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1	6	11	5
Type	LoZGame (Debug)	LoZClone	MoveDownState		87	13	1	75	16
Member	LoZGame (Debug)	LoZClone	MoveDownState	game : LoZGame	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MoveDownState	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MoveDownState	sprite : ISprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MoveDownState	MoveDownState(LoZGame, IPlayer)	74	1	3	8	4
Member	LoZGame (Debug)	LoZClone	MoveDownState	createCorrectSprite() : ISprite	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveDownState	Idle() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveDownState	MoveUp() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveDownState	MoveDown() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	MoveDownState	MoveLeft() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveDownState	MoveRight() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveDownState	Attack() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveDownState	Die() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveDownState	PickupItem(int) : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveDownState	UseItem(int) : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveDownState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	MoveDownState	Draw() : void	89	1	6	5	1
Type	LoZGame (Debug)	LoZClone	MoveLeftState		87	13	1	75	16

Member	LoZGame (Debug)	LoZClone	MoveLeftState	game : LoZGame	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MoveLeftState	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MoveLeftState	sprite : ISprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MoveLeftState	MoveLeftState(LoZGame, IPlayer)	74	1	3	8	4
Member	LoZGame (Debug)	LoZClone	MoveLeftState	createCorrectSprite() : ISprite	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveLeftState	Idle() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveLeftState	MoveUp() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveLeftState	MoveDown() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveLeftState	MoveLeft() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	MoveLeftState	MoveRight() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveLeftState	Attack() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveLeftState	Die() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveLeftState	PickupItem(int) : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveLeftState	UseItem(int) : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveLeftState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	MoveLeftState	Draw() : void	89	1	6	5	1
Type	LoZGame (Debug)	LoZClone	MoveRightState	game : LoZGame	87	13	1	17	16
Member	LoZGame (Debug)	LoZClone	MoveRightState	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MoveRightState	sprite : ISprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MoveRightState	MoveRightState(LoZGame, IPlayer)	74	1	3	8	4
Member	LoZGame (Debug)	LoZClone	MoveRightState	createCorrectSprite() : ISprite	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveRightState	Idle() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveRightState	MoveUp() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveRightState	MoveDown() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveRightState	MoveLeft() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveRightState	MoveRight() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	MoveRightState	Attack() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveRightState	Die() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveRightState	PickupItem(int) : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveRightState	UseItem(int) : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveRightState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	MoveRightState	Draw() : void	89	1	6	5	1
Type	LoZGame (Debug)	LoZClone	MoveUpState	game : LoZGame	87	13	1	17	16
Member	LoZGame (Debug)	LoZClone	MoveUpState	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MoveUpState	sprite : ISprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	MoveUpState	MoveUpState(LoZGame, IPlayer)	74	1	3	8	4
Member	LoZGame (Debug)	LoZClone	MoveUpState	createCorrectSprite() : ISprite	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveUpState	Idle() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveUpState	MoveUp() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	MoveUpState	MoveDown() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveUpState	MoveLeft() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveUpState	MoveRight() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveUpState	Attack() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveUpState	Die() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveUpState	PickupItem(int) : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveUpState	UseItem(int) : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	MoveUpState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	MoveUpState	Draw() : void	89	1	6	5	1
Type	LoZGame (Debug)	LoZClone	NullState	game : LoZGame	89	12	1	12	11
Member	LoZGame (Debug)	LoZClone	NullState	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	NullState	NullState(LoZGame, IPlayer)	85	1	2	6	2
Member	LoZGame (Debug)	LoZClone	NullState	Idle() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	NullState	MoveUp() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	NullState	MoveDown() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	NullState	MoveLeft() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	NullState	MoveRight() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	NullState	Attack() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	NullState	Die() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	NullState	PickupItem(int) : void	90	1	4	5	1

Member	LoZGame (Debug)	LoZClone	NullState	Useltem(int) : void	90	1		4	5	1
Member	LoZGame (Debug)	LoZClone	NullState	Update() : void	100	1		0	4	0
Member	LoZGame (Debug)	LoZClone	NullState	Draw() : void	100	1		0	4	0
Type	LoZGame (Debug)	LoZClone	OldMan		91	5	1	6	32	4
Member	LoZGame (Debug)	LoZClone	OldMan	currentLocation : Vector2	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	OldMan	sprite : OldManSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	OldMan	OldMan()	82	1		3	6	2
Member	LoZGame (Debug)	LoZClone	OldMan	takeDamage() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	OldMan	die() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	OldMan	Update() : void	100	1		1	5	1
Member	LoZGame (Debug)	LoZClone	OldMan	Draw(SpriteBatch) : void	91	1		4	5	1
Type	LoZGame (Debug)	LoZClone	OldManSprite		75	3	1	8	33	13
Member	LoZGame (Debug)	LoZClone	OldManSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	OldManSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	OldManSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	OldManSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	OldManSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	OldManSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	OldManSprite	OldManSprite(Texture2D, SpriteSheetC	71	1		2	9	5
Member	LoZGame (Debug)	LoZClone	OldManSprite	Update() : void	100	1		0	4	0
Member	LoZGame (Debug)	LoZClone	OldManSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Type	LoZGame (Debug)	LoZClone	PickupItemState		87	21	1	17	101	26
Member	LoZGame (Debug)	LoZClone	PickupItemState	game : LoZGame	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	PickupItemState	player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	PickupItemState	sprite : ISprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	PickupItemState	lockoutTimer : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	PickupItemState	PickupItemState(LoZGame, IPlayer, int	71	1		3	9	5
Member	LoZGame (Debug)	LoZClone	PickupItemState	createCorrectSprite() : ISprite	91	1		4	5	1
Member	LoZGame (Debug)	LoZClone	PickupItemState	Idle() : void	82	2		4	8	2
Member	LoZGame (Debug)	LoZClone	PickupItemState	MoveUp() : void	82	2		4	8	2
Member	LoZGame (Debug)	LoZClone	PickupItemState	MoveDown() : void	82	2		4	8	2
Member	LoZGame (Debug)	LoZClone	PickupItemState	MoveLeft() : void	82	2		4	8	2
Member	LoZGame (Debug)	LoZClone	PickupItemState	MoveRight() : void	82	2		4	8	2
Member	LoZGame (Debug)	LoZClone	PickupItemState	Attack() : void	82	2		4	8	2
Member	LoZGame (Debug)	LoZClone	PickupItemState	Die() : void	90	1		4	5	1
Member	LoZGame (Debug)	LoZClone	PickupItemState	PickupItem(int) : void	100	1		0	4	0
Member	LoZGame (Debug)	LoZClone	PickupItemState	Useltem(int) : void	81	2		4	8	2
Member	LoZGame (Debug)	LoZClone	PickupItemState	Update() : void	80	2		1	10	3
Member	LoZGame (Debug)	LoZClone	PickupItemState	Draw() : void	89	1		6	5	1
Type	LoZGame (Debug)	LoZClone	PowerBracelet		80	6	1	7	35	10
Member	LoZGame (Debug)	LoZClone	PowerBracelet	texture : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	PowerBracelet	frame : Rectangle	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	PowerBracelet	lifeTime : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	PowerBracelet	scale : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	PowerBracelet	location : Vector2	100	2		1	2	0
Member	LoZGame (Debug)	LoZClone	PowerBracelet	location.get() : Vector2	100	1		1	1	0
Member	LoZGame (Debug)	LoZClone	PowerBracelet	location.set(Vector2) : void	100	1		1	1	0
Member	LoZGame (Debug)	LoZClone	PowerBracelet	PowerBracelet(Texture2D, Vector2, int	71	1		3	9	5
Member	LoZGame (Debug)	LoZClone	PowerBracelet	Update() : void	80	2		0	9	3
Member	LoZGame (Debug)	LoZClone	PowerBracelet	Draw(SpriteBatch) : void	78	1		6	6	2
Type	LoZGame (Debug)	LoZClone	PriorityComparer		70	3	1	4	23	5
Member	LoZGame (Debug)	LoZClone	PriorityComparer	Compare(KeyValuePair<Keys, IComma	70	3		3	16	5
Type	LoZGame (Debug)	LoZClone	Program		94	1	1	2	17	1
Member	LoZGame (Debug)	LoZClone	Program	Main() : void	94	1		2	9	1
Type	LoZGame (Debug)	LoZClone	ProjectileManager		71	57	1	11	226	87
Member	LoZGame (Debug)	LoZClone	ProjectileManager	explosion : ExplosionManager	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	itemList : Dictionary<int, IProjectile>	100	0		2	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	deletable : List<int>	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	scale : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	projectileId : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	projectileListSize : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	swordLock : bool	100	0		0	1	0

Member	LoZGame (Debug)	LoZClone	ProjectileManager	spamLock : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	boomerangLock : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	triforceLock : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	candleLock : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	swordInstance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	boomerangInstance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	triforceInstance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	candleInstance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	spamCounter : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	MaxWaitTime : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	MaxWaitTime.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	BoomerangOut : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	BoomerangOut.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	FlameInUse : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	FlameInUse.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	ProjectileManager(ExplosionManager)	56	1	5	20	16
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Arrow : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Arrow.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	SilverArrow : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	SilverArrow.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Boomerang : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Boomerang.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	MagicBoomerang : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	MagicBoomerang.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	BlueCandle : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	BlueCandle.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	RedCandle : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	RedCandle.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Bomb : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Bomb.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Triforce : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Triforce.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Swordbeam : int	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Swordbeam.get() : int	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileManager	AddItem(int, IPlayer) : void	48	17	7	71	19
Member	LoZGame (Debug)	LoZClone	ProjectileManager	AddEnemyRang(Goriya, string) : void	77	1	4	7	3
Member	LoZGame (Debug)	LoZClone	ProjectileManager	RemoveItem(int) : void	75	2	2	10	4
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Update() : void	53	10	4	51	19
Member	LoZGame (Debug)	LoZClone	ProjectileManager	Draw(SpriteBatch) : void	85	2	4	8	2
Type	LoZGame (Debug)	LoZClone	ProjectileManager.ProjectileType		100	1	1	0	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager.ProjectileType	Bomb : ProjectileManager.ProjectileTy	100	0	0	12	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager.ProjectileType	SilverArrow : ProjectileManager.Projec	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager.ProjectileType	Triforce : ProjectileManager.Projectile1	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager.ProjectileType	Boomerang : ProjectileManager.Projec	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager.ProjectileType	MagicBoomerang : ProjectileManager.	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager.ProjectileType	Arrow : ProjectileManager.ProjectileTy	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager.ProjectileType	RedCandle : ProjectileManager.Project	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager.ProjectileType	BlueCandle : ProjectileManager.Projec	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager.ProjectileType	SwordBeam : ProjectileManager.Projec	100	0	0	1	0
Type	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory		87	24	1	19	33
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	projectileSpriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	fireProjectileSpriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	swordBeamSpriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	swordBeamExplosionSpriteSheet : Text	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	explosionOneSpriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	explosionTwoSpriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	explosionThreeSpriteSheet : Texture2C	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	explosionFourSpriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	explosionFiveSpriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	dRAW_SCALE : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	InstanceValue : ProjectileSpriteFactory	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	Instance : ProjectileSpriteFactory	100	2	0	2	2

Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	Instance.get() : ProjectileSpriteFactory	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	Scale : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	Scale.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	SpriteSheet : Texture2D	100	2	1	2	2
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	SpriteSheet.get() : Texture2D	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	ProjectileSpriteFactory()	100	1	0	3	0
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	LoadAllTextures(ContentManager) : vo	62	1	2	13	9
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	Triforce(Vector2, int, int) : IProjectile	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	Boomerang(IPlayer, int, int) : IProjectile	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	BoomerangEnemy(Goriya, int, int) : IProjectile	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	MagicBoomerang(IPlayer, int, int) : IProjectile	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	Bomb(Vector2, string, int, int, Explosion)	90	1	5	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	Arrow(Vector2, string, int, int) : IProjectile	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	SilverArrow(Vector2, string, int, int) : IProjectile	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	RedCandle(Vector2, string, int, int) : IProjectile	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	BlueCandle(Vector2, string, int, int) : IProjectile	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	SwordBeam(IPlayer, int, int, Explosion)	90	1	5	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	SwordExplosion(Vector2, string, int, int)	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	BombExplosionOne(Vector2, int, int) : IProjectile	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	BombExplosionTwo(Vector2, int, int) : IProjectile	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	BombExplosionThree(Vector2, int, int)	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	BombExplosionFour(Vector2, int, int) : IProjectile	91	1	4	5	1
Member	LoZGame (Debug)	LoZClone	ProjectileSpriteFactory	BombExplosionFive(Vector2, int, int) : IProjectile	91	1	4	5	1
Type	LoZGame (Debug)	LoZClone	Raft		80	6	1	7	35
Member	LoZGame (Debug)	LoZClone	Raft	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Raft	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Raft	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Raft	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Raft	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Raft	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Raft	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Raft	Raft(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	Raft	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	Raft	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	RedCandle		88	5	1	8	30
Member	LoZGame (Debug)	LoZClone	RedCandle	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandle	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandle	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RedCandle	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RedCandle	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	RedCandle	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandle	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandle	RedCandle(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	RedCandle	Update() : void	100	1	0	5	1
Member	LoZGame (Debug)	LoZClone	RedCandle	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	RedCandleProjectile		70	19	1	9	107
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	linkSize : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	width : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	height : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	lifeTimeMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	travelDistance : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	firstFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	secondFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	direction : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	destination : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	distTravelled : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	instance : int	100	0	0	1	0

Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	hostile : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	IsHostile : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	IsHostile.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	RedCandleProjectile(Texture2D, Vector2)	48	4	3	36	22
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	IsExpired : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	IsExpired.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	nextFrame() : void	79	2	1	12	3
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	Update() : void	58	4	2	22	11
Member	LoZGame (Debug)	LoZClone	RedCandleProjectile	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	RedRing		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	RedRing	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RedRing	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RedRing	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RedRing	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RedRing	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	RedRing	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	RedRing	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	RedRing	RedRing(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	RedRing	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	RedRing	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	RightMovingDodongoState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	dodongo : Dodongo	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	sprite : IDodongoSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	RightMovingDodongoState(Dodongo)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	moveRight() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingDodongoState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	RightMovingDragonState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	dragon : Dragon	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	sprite : IDragonSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	RightMovingDragonState(Dragon)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	moveRight() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	stop() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	attack() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingDragonState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	RightMovingGelState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	gel : Gel	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	sprite : IGelSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	RightMovingGelState(Gel)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	moveRight() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingGelState	Draw(SpriteBatch) : void	90	1	5	5	1

Type	LoZGame (Debug)	LoZClone	RightMovingGoriyaState		88	11	1	13	62	13
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	goriya : Goriya	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	sprite : IGoriyaSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	RightMovingGoriyaState(Goriya)	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	moveLeft() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	moveRight() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	attack() : void	92	1		3	6	1
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	takeDamage() : void	78	2		2	9	3
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	die() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	Update() : void	80	1		3	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingGoriyaState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug)	LoZClone	RightMovingKeeseState		88	14	1	16	76	16
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	keese : Keese	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	sprite : IKeeseSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	RightMovingKeeseState(Keese)	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	moveLeft() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	moveRight() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	moveUpLeft() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	moveUpRight() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	moveDownLeft() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	moveDownRight() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	takeDamage() : void	78	2		2	9	3
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	die() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	Update() : void	80	1		3	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingKeeseState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug)	LoZClone	RightMovingRopeState		88	10	1	12	56	12
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	rope : Rope	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	sprite : IRopeSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	RightMovingRopeState(Rope)	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	moveLeft() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	moveRight() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	takeDamage() : void	78	2		2	9	3
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	die() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	Update() : void	80	1		3	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingRopeState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState		88	8	1	12	47	9
Member	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState	spikeCross : SpikeCross	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState	sprite : ISpikeCrossSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState	RightMovingSpikeCrossState(SpikeCro	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState	moveLeft() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState	moveRight() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState	stop() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState	Update() : void	80	1		3	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingSpikeCrossState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug)	LoZClone	RightMovingStalfosState		88	10	1	12	56	12
Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	stalfos : Stalfos	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	sprite : IStalfosSprite	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	RightMovingStalfosState(Stalfos)	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	moveLeft() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	moveRight() : void	100	1		0	5	0
Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	takeDamage() : void	78	2		2	9	3
Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	die() : void	92	1		3	5	1

Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingStalfosState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	RightMovingWallMasterState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	wallMaster : WallMaster	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	sprite : IWallMasterSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	RightMovingWallMasterState(WallMa	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	moveRight() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingWallMasterState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	RightMovingZolState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	zol : Zol	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	sprite : IZolSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	RightMovingZolState(Zol)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	moveRight() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	RightMovingZolState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	Rope		80	22	1	7	111
Member	LoZGame (Debug)	LoZClone	Rope	currentState : IEnemyState	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Rope	health : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Rope	lifeTime : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Rope	directionChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Rope	currentLocation : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Rope	currentDirection : Rope.direction	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Rope	Rope()	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	Rope	getNewDirection() : void	83	1	2	6	2
Member	LoZGame (Debug)	LoZClone	Rope	updateLoc() : void	76	6	2	23	3
Member	LoZGame (Debug)	LoZClone	Rope	checkBorder() : void	58	5	1	24	12
Member	LoZGame (Debug)	LoZClone	Rope	takeDamage() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Rope	die() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Rope	Update() : void	74	2	0	11	5
Member	LoZGame (Debug)	LoZClone	Rope	Draw(SpriteBatch) : void	96	1	2	5	1
Member	LoZGame (Debug)	LoZClone	Rope	CurrentState : IEnemyState	98	2	1	7	2
Member	LoZGame (Debug)	LoZClone	Rope	CurrentState.get() : IEnemyState	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Rope	CurrentState.set(IEnemyState) : void	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Rope	Health : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Rope	Health.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Rope	Health.set(int) : void	96	1	0	1	1
Type	LoZGame (Debug)	LoZClone	Rope.direction		100	1	1	0	0
Member	LoZGame (Debug)	LoZClone	Rope.direction	Up : Rope.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Rope.direction	Down : Rope.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Rope.direction	Left : Rope.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Rope.direction	Right : Rope.direction	100	0	0	1	0
Type	LoZGame (Debug)	LoZClone	RopeLeftSprite		72	5	1	8	45
Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	RopeLeftSprite(Texture2D, SpriteSheet	71	1	2	9	5

Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	RopeLeftSprite	Draw(SpriteBatch, Vector2, Color) : void	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	RopeRightSprite		72	5	8	45	20
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	RopeRightSprite(Texture2D, SpriteSheet) : void	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	RopeRightSprite	Draw(SpriteBatch, Vector2, Color) : void	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	Rupee		80	6	7	34	10
Member	LoZGame (Debug)	LoZClone	Rupee	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Rupee	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Rupee	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Rupee	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Rupee	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	Rupee	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Rupee	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	Rupee	Rupee(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	Rupee	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	Rupee	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	SecondPotion		80	6	7	35	10
Member	LoZGame (Debug)	LoZClone	SecondPotion	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SecondPotion	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SecondPotion	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SecondPotion	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SecondPotion	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	SecondPotion	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	SecondPotion	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	SecondPotion	SecondPotion(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	SecondPotion	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	SecondPotion	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	SilverArrow		81	5	8	32	8
Member	LoZGame (Debug)	LoZClone	SilverArrow	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrow	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrow	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrow	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrow	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrow	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	SilverArrow	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrow	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrow	SilverArrow(Texture2D, Vector2, int)	69	1	3	10	6
Member	LoZGame (Debug)	LoZClone	SilverArrow	Update() : void	100	1	0	5	1
Member	LoZGame (Debug)	LoZClone	SilverArrow	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	SilverArrowProjectile		71	15	9	86	41
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	travelRate : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	linkSize : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	width : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	height : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	origin : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	direction : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	dX : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	dY : int	100	0	0	1	0

Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	instance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	hostile : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	IsHostile : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	IsHostile.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	SilverArrowProjectile(Texture2D, Vectc	46	4	4	41	28
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	IsExpired : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	IsExpired.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	Update() : void	71	2	1	11	4
Member	LoZGame (Debug)	LoZClone	SilverArrowProjectile	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	SpawnEnemySprite		72	5	1	45	20
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	SpawnEnemySprite(Texture2D, SpriteS	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	SpawnEnemySprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	SpikeCross		80	23	1	114	31
Member	LoZGame (Debug)	LoZClone	SpikeCross	currentState : ISpikeCrossState	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCross	health : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SpikeCross	lifeTime : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SpikeCross	directionChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SpikeCross	currentLocation : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCross	currentDirection : SpikeCross.direction	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCross	SpikeCross()	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	SpikeCross	getNewDirection() : void	83	1	2	6	2
Member	LoZGame (Debug)	LoZClone	SpikeCross	updateLoc() : void	75	7	2	26	3
Member	LoZGame (Debug)	LoZClone	SpikeCross	checkBorder() : void	58	5	1	24	12
Member	LoZGame (Debug)	LoZClone	SpikeCross	takeDamage() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	SpikeCross	die() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	SpikeCross	Update() : void	74	2	0	11	5
Member	LoZGame (Debug)	LoZClone	SpikeCross	Draw(SpriteBatch) : void	96	1	2	5	1
Member	LoZGame (Debug)	LoZClone	SpikeCross	CurrentState : ISpikeCrossState	98	2	1	7	2
Member	LoZGame (Debug)	LoZClone	SpikeCross	CurrentState.get() : ISpikeCrossState	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	SpikeCross	CurrentState.set(ISpikeCrossState) : vo	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	SpikeCross	Health : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	SpikeCross	Health.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SpikeCross	Health.set(int) : void	96	1	0	1	1
Type	LoZGame (Debug)	LoZClone	SpikeCross.direction		100	1	1	2	0
Member	LoZGame (Debug)	LoZClone	SpikeCross.direction	Up : SpikeCross.direction	100	0	0	0	0
Member	LoZGame (Debug)	LoZClone	SpikeCross.direction	Down : SpikeCross.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCross.direction	Left : SpikeCross.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCross.direction	Right : SpikeCross.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCross.direction	Idle : SpikeCross.direction	100	0	0	1	0
Type	LoZGame (Debug)	LoZClone	SpikeCrossSprite		75	3	1	33	13
Member	LoZGame (Debug)	LoZClone	SpikeCrossSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCrossSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCrossSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCrossSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCrossSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpikeCrossSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SpikeCrossSprite	SpikeCrossSprite(Texture2D, SpriteShe	71	1	2	9	5

Member	LoZGame (Debug)	LoZClone	SpikeCrossSprite	Update() : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	SpikeCrossSprite	Draw(SpriteBatch, Vector2, Color) : void	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	SpriteSheetData		84	11	0	27	15
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	filePath : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	width : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	height : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	rows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	columns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	FilePath : string	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	FilePath.get() : string	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	Width : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	Width.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	Height : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	Height.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	Rows : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	Rows.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	Columns : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	Columns.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SpriteSheetData	SpriteSheetData(string, int, int, int, int)	72	1	0	9	5
Type	LoZGame (Debug)	LoZClone	StairsSprite		80	3	8	28	8
Member	LoZGame (Debug)	LoZClone	StairsSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	StairsSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	StairsSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	StairsSprite	StairsSprite(Texture2D, SpriteSheetData)	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	StairsSprite	Update() : void	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	StairsSprite	Draw(SpriteBatch, Vector2, Color) : void	69	1	6	11	5
Type	LoZGame (Debug)	LoZClone	Stalfos		80	22	7	111	33
Member	LoZGame (Debug)	LoZClone	Stalfos	currentState : IEnemyState	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Stalfos	health : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Stalfos	lifeTime : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Stalfos	directionChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Stalfos	currentLocation : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Stalfos	currentDirection : Stalfos.direction	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Stalfos	Stalfos()	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	Stalfos	getNewDirection() : void	83	1	2	6	2
Member	LoZGame (Debug)	LoZClone	Stalfos	updateLoc() : void	76	6	2	23	3
Member	LoZGame (Debug)	LoZClone	Stalfos	checkBorder() : void	58	5	1	24	12
Member	LoZGame (Debug)	LoZClone	Stalfos	takeDamage() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Stalfos	die() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Stalfos	Update() : void	74	2	0	11	5
Member	LoZGame (Debug)	LoZClone	Stalfos	Draw(SpriteBatch) : void	96	1	2	5	1
Member	LoZGame (Debug)	LoZClone	Stalfos	CurrentState : IEnemyState	98	2	1	7	2
Member	LoZGame (Debug)	LoZClone	Stalfos	CurrentState.get() : IEnemyState	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Stalfos	CurrentState.set(IEnemyState) : void	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Stalfos	Health : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Stalfos	Health.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Stalfos	Health.set(int) : void	96	1	0	1	1
Type	LoZGame (Debug)	LoZClone	Stalfos.direction		100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	Stalfos.direction	Up : Stalfos.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Stalfos.direction	Down : Stalfos.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Stalfos.direction	Left : Stalfos.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Stalfos.direction	Right : Stalfos.direction	100	0	0	1	0
Type	LoZGame (Debug)	LoZClone	StalfosSprite		72	5	8	46	20
Member	LoZGame (Debug)	LoZClone	StalfosSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	StalfosSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	StalfosSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	StalfosSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	StalfosSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	StalfosSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	StalfosSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	StalfosSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	StalfosSprite	StalfosSprite(Texture2D, SpriteSheetData)	71	1	2	9	5

Member	LoZGame (Debug)	LoZClone	StalfosSprite	Update() : void	70	3	0	15	6
Member	LoZGame (Debug)	LoZClone	StalfosSprite	Draw(SpriteBatch, Vector2, Color) : void	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	StepLadder		80	6	7	35	10
Member	LoZGame (Debug)	LoZClone	StepLadder	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	StepLadder	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	StepLadder	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	StepLadder	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	StepLadder	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	StepLadder	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	StepLadder	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	StepLadder	StepLadder(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	StepLadder	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	StepLadder	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	SwordBeamExplosion		68	20	9	125	56
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	width : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	height : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	frameOne : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	frameTwo : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	frameThree : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	frameFour : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	dX : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	dY : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	direction : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	instance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	effect : SpriteEffects	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	hostile : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	IsHostile : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	IsHostile.get() : bool	100	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	frameDelay : int	93	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	speed : float	91	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	maxLifeTime : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	SwordBeamExplosion(Texture2D, Vect	44	4	5	48	34
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	IsExpired : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	IsExpired.get() : bool	100	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	nextFrame() : void	67	4	1	20	7
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	Update() : void	67	3	1	16	6
Member	LoZGame (Debug)	LoZClone	SwordBeamExplosion	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	SwordBeamProjectile		65	27	11	154	66
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	linkSize : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	width : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	height : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	offset : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	frameOne : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	frameTwo : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	frameThree : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	frameFour : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	dX : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	dY : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	lifeTime : int	100	0	0	1	0

Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	direction : string	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	instance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	tip : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	origin : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	delay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	hostile : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	IsHostile : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	IsHostile.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	explosion : ExplosionManager	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	speed : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	maxLifetime : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	xBound : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	yBound : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	SwordBeamProjectile(Texture2D, IPlay	42	4	6	53	38
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	IsExpired : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	IsExpired.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	nextFrame() : void	67	4	1	20	7
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	checkBounds() : void	77	5	1	8	2
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	Update() : void	60	4	2	21	9
Member	LoZGame (Debug)	LoZClone	SwordBeamProjectile	Draw(SpriteBatch) : void	79	2	7	8	2
Type	LoZGame (Debug)	LoZClone	TriForce		76	8	1	8	17
Member	LoZGame (Debug)	LoZClone	TriForce	frameChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	TriForce	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	TriForce	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	TriForce	firstFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	TriForce	secondFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	TriForce	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TriForce	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TriForce	rotation : float	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TriForce	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	TriForce	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	TriForce	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	TriForce	TriForce(Texture2D, Vector2, int)	65	1	3	12	8
Member	LoZGame (Debug)	LoZClone	TriForce	nextFrame() : void	79	1	1	12	3
Member	LoZGame (Debug)	LoZClone	TriForce	Update() : void	75	2	0	11	4
Member	LoZGame (Debug)	LoZClone	TriForce	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	TriforceProjectile		76	19	1	8	33
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	linkSize : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	width : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	height : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	frameChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	firstFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	secondFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	instance : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	expired : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	isStatic : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	hostile : bool	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	IsHostile : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	IsHostile.get() : bool	100	1	0	1	1

Member	LoZGame (Debug)	LoZClone	TriforceProjectile	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	LifeTime : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	LifeTime.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	TriforceProjectile(Texture2D, Vector2, i	59	1	3	15	11
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	nextFrame() : void	79	2	1	12	3
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	IsExpired : bool	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	IsExpired.get() : bool	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	Instance : int	100	2	0	2	2
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	Instance.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	Update() : void	66	5	0	25	8
Member	LoZGame (Debug)	LoZClone	TriforceProjectile	Draw(SpriteBatch) : void	87	1	7	5	1
Type	LoZGame (Debug)	LoZClone	TurquoiseStatueLeftSprite		80	3	1	8	10
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueLeftSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueLeftSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueLeftSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueLeftSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueLeftSprite	TurquoiseStatueLeftSprite(Texture2D, :	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueLeftSprite	Update() : void	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	66	1	6	12	6
Type	LoZGame (Debug)	LoZClone	TurquoiseStatueRightSprite		80	3	1	8	10
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueRightSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueRightSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueRightSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueRightSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueRightSprite	TurquoiseStatueRightSprite(Texture2D	78	1	2	8	3
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueRightSprite	Update() : void	100	1	0	2	0
Member	LoZGame (Debug)	LoZClone	TurquoiseStatueRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	66	1	6	12	6
Type	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState		88	14	1	16	16
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	keese : Keese	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	sprite : IKeeseSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	UpLeftMovingKeeseState(Keese)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	moveUpLeft() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	moveUpRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	moveDownLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	moveDownRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpLeftMovingKeeseState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UpMovingDodongoState		88	10	1	12	12
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	dodongo : Dodongo	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	sprite : IDodongoSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	UpMovingDodongoState(Dodongo)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	moveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingDodongoState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UpMovingGelState		88	10	1	12	12
Member	LoZGame (Debug)	LoZClone	UpMovingGelState	gel : Gel	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingGelState	sprite : IGelSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingGelState	UpMovingGelState(Gel)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingGelState	moveLeft() : void	92	1	3	5	1

Member	LoZGame (Debug)	LoZClone	UpMovingGelState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingGelState	moveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpMovingGelState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingGelState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	UpMovingGelState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingGelState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingGelState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UpMovingGoriyaState		88	11	1	13	61
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	goriya : Goriya	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	sprite : IGoriyaSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	UpMovingGoriyaState(Goriya)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	moveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	attack() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingGoriyaState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UpMovingKeeseState		88	14	1	16	76
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	keese : Keese	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	sprite : IKeeseSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	UpMovingKeeseState(Keese)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	moveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	moveUpLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	moveUpRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	moveDownLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	moveDownRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingKeeseState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UpMovingRopeState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	rope : Rope	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	sprite : IRopeSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	UpMovingRopeState(Rope)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	moveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingRopeState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState		88	8	1	12	48
Member	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState	spikeCross : SpikeCross	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState	sprite : ISpikeCrossSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState	UpMovingSpikeCrossState(SpikeCross)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState	moveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState	moveDown() : void	92	1	3	6	1
Member	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState	stop() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingSpikeCrossState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UpMovingStalfosState		88	10	1	12	56
Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	stalfos : Stalfos	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	sprite : IStalfosSprite	100	0	1	1	0

Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	UpMovingStalfosState(Stalfos)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	moveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingStalfosState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UpMovingWallMasterState		88	10	1	12	57
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	wallMaster : WallMaster	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	sprite : IWallMasterSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	UpMovingWallMasterState(WallMaste	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	moveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	takeDamage() : void	78	2	2	10	3
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingWallMasterState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UpMovingZolState		88	10	1	12	57
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	zol : Zol	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	sprite : IZolSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	UpMovingZolState(Zol)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	moveUp() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	takeDamage() : void	78	2	2	10	3
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpMovingZolState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState		88	14	1	16	76
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	keese : Keese	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	sprite : IKeeseSprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	UpRightMovingKeeseState(Keese)	83	1	4	6	2
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	moveLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	moveRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	moveUp() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	moveDown() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	moveUpLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	moveUpRight() : void	100	1	0	5	0
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	moveDownLeft() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	moveDownRight() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	takeDamage() : void	78	2	2	9	3
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	die() : void	92	1	3	5	1
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	Update() : void	80	1	3	6	2
Member	LoZGame (Debug)	LoZClone	UpRightMovingKeeseState	Draw(SpriteBatch) : void	90	1	5	5	1
Type	LoZGame (Debug)	LoZClone	UseItemState		80	24	1	20	115
Member	LoZGame (Debug)	LoZClone	UseItemState	game : LoZGame	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UseItemState	player : IPlayer	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UseItemState	sprite : ISprite	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	UseItemState	lockoutTimer : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	UseItemState	UseItemState(LoZGame, IPlayer, int)	75	1	3	8	4
Member	LoZGame (Debug)	LoZClone	UseItemState	createCorrectSprite() : ISprite	65	4	7	20	7
Member	LoZGame (Debug)	LoZClone	UseItemState	Idle() : void	82	2	4	8	2
Member	LoZGame (Debug)	LoZClone	UseItemState	MoveUp() : void	82	2	4	8	2
Member	LoZGame (Debug)	LoZClone	UseItemState	MoveDown() : void	82	2	4	8	2
Member	LoZGame (Debug)	LoZClone	UseItemState	MoveLeft() : void	82	2	4	8	2
Member	LoZGame (Debug)	LoZClone	UseItemState	MoveRight() : void	82	2	4	8	2
Member	LoZGame (Debug)	LoZClone	UseItemState	Attack() : void	82	2	4	8	2

Member	LoZGame (Debug)	LoZClone	UseItemState	Die() : void	90	1	4	5	1
Member	LoZGame (Debug)	LoZClone	UseItemState	PickupItem(int) : void	81	2	4	8	2
Member	LoZGame (Debug)	LoZClone	UseItemState	UseItem(int) : void	100	1	0	4	0
Member	LoZGame (Debug)	LoZClone	UseItemState	Update() : void	80	2	1	10	3
Member	LoZGame (Debug)	LoZClone	UseItemState	Draw() : void	89	1	6	5	1
Type	LoZGame (Debug)	LoZClone	WallMaster		80	22	1	7	33
Member	LoZGame (Debug)	LoZClone	WallMaster	currentState : IEnemyState	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	WallMaster	health : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	WallMaster	lifeTime : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	WallMaster	directionChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	WallMaster	currentLocation : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	WallMaster	currentDirection : WallMaster.direction	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	WallMaster	WallMaster()	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	WallMaster	getNewDirection() : void	83	1	2	6	2
Member	LoZGame (Debug)	LoZClone	WallMaster	updateLoc() : void	76	6	2	23	3
Member	LoZGame (Debug)	LoZClone	WallMaster	checkBorder() : void	58	5	1	24	12
Member	LoZGame (Debug)	LoZClone	WallMaster	takeDamage() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	WallMaster	die() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	WallMaster	Update() : void	74	2	0	11	5
Member	LoZGame (Debug)	LoZClone	WallMaster	Draw(SpriteBatch) : void	96	1	2	5	1
Member	LoZGame (Debug)	LoZClone	WallMaster	CurrentState : IEnemyState	98	2	1	7	2
Member	LoZGame (Debug)	LoZClone	WallMaster	CurrentState.get() : IEnemyState	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	WallMaster	CurrentState.set(IEnemyState) : void	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	WallMaster	Health : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	WallMaster	Health.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	WallMaster	Health.set(int) : void	96	1	0	1	1
Type	LoZGame (Debug)	LoZClone	WallMaster.direction		100	1	1	0	0
Member	LoZGame (Debug)	LoZClone	WallMaster.direction	Up : WallMaster.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMaster.direction	Down : WallMaster.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMaster.direction	Left : WallMaster.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMaster.direction	Right : WallMaster.direction	100	0	0	1	0
Type	LoZGame (Debug)	LoZClone	WallMasterLeftSprite		72	5	1	8	20
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	WallMasterLeftSprite(Texture2D, Sprit	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	WallMasterLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	WallMasterRightSprite		72	5	1	8	20
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	spriteSheetHeight : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	WallMasterRightSprite(Texture2D, Spr	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	WallMasterRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	6	13	7
Type	LoZGame (Debug)	LoZClone	WhiteSword		80	6	1	35	10
Member	LoZGame (Debug)	LoZClone	WhiteSword	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	WhiteSword	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	WhiteSword	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WhiteSword	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WhiteSword	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	WhiteSword	location.get() : Vector2	100	1	1	1	0

Member	LoZGame (Debug)	LoZClone	WhiteSword	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	WhiteSword	WhiteSword(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	WhiteSword	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	WhiteSword	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	WoodenSword		80	6	1	7	35
Member	LoZGame (Debug)	LoZClone	WoodenSword	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	WoodenSword	frame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	WoodenSword	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WoodenSword	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	WoodenSword	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	WoodenSword	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	WoodenSword	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	WoodenSword	WoodenSword(Texture2D, Vector2, int)	71	1	3	9	5
Member	LoZGame (Debug)	LoZClone	WoodenSword	Update() : void	80	2	0	9	3
Member	LoZGame (Debug)	LoZClone	WoodenSword	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	YellowRupee		76	9	1	7	58
Member	LoZGame (Debug)	LoZClone	YellowRupee	frameChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	YellowRupee	texture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	YellowRupee	currentFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	YellowRupee	firstFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	YellowRupee	secondFrame : Rectangle	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	YellowRupee	lifeTime : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	YellowRupee	scale : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	YellowRupee	location : Vector2	100	2	1	2	0
Member	LoZGame (Debug)	LoZClone	YellowRupee	location.get() : Vector2	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	YellowRupee	location.set(Vector2) : void	100	1	1	1	0
Member	LoZGame (Debug)	LoZClone	YellowRupee	YellowRupee(Texture2D, Vector2, int)	66	1	3	11	7
Member	LoZGame (Debug)	LoZClone	YellowRupee	nextFrame() : void	79	2	1	12	3
Member	LoZGame (Debug)	LoZClone	YellowRupee	Update() : void	72	3	0	14	5
Member	LoZGame (Debug)	LoZClone	YellowRupee	Draw(SpriteBatch) : void	78	1	6	6	2
Type	LoZGame (Debug)	LoZClone	Zol		80	22	1	7	111
Member	LoZGame (Debug)	LoZClone	Zol	currentState : IEnemyState	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Zol	health : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Zol	lifeTime : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Zol	directionChange : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	Zol	currentLocation : Vector2	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Zol	currentDirection : Zol.direction	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	Zol	Zol()	83	1	3	6	2
Member	LoZGame (Debug)	LoZClone	Zol	getNewDirection() : void	83	1	2	6	2
Member	LoZGame (Debug)	LoZClone	Zol	updateLoc() : void	76	6	2	23	3
Member	LoZGame (Debug)	LoZClone	Zol	checkBorder() : void	58	5	1	24	12
Member	LoZGame (Debug)	LoZClone	Zol	takeDamage() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Zol	die() : void	100	1	1	5	1
Member	LoZGame (Debug)	LoZClone	Zol	Update() : void	74	2	0	11	5
Member	LoZGame (Debug)	LoZClone	Zol	Draw(SpriteBatch) : void	96	1	2	5	1
Member	LoZGame (Debug)	LoZClone	Zol	CurrentState : IEnemyState	98	2	1	7	2
Member	LoZGame (Debug)	LoZClone	Zol	CurrentState.get() : IEnemyState	100	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Zol	CurrentState.set(IEnemyState) : void	96	1	1	1	1
Member	LoZGame (Debug)	LoZClone	Zol	Health : int	98	2	0	6	2
Member	LoZGame (Debug)	LoZClone	Zol	Health.get() : int	100	1	0	1	1
Member	LoZGame (Debug)	LoZClone	Zol	Health.set(int) : void	96	1	0	1	1
Type	LoZGame (Debug)	LoZClone	Zol.direction		100	1	1	2	0
Member	LoZGame (Debug)	LoZClone	Zol.direction	Up : Zol.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Zol.direction	Down : Zol.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Zol.direction	Left : Zol.direction	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	Zol.direction	Right : Zol.direction	100	0	0	1	0
Type	LoZGame (Debug)	LoZClone	ZolSprite		72	5	1	8	45
Member	LoZGame (Debug)	LoZClone	ZolSprite	spriteSheet : Texture2D	100	0	1	1	0
Member	LoZGame (Debug)	LoZClone	ZolSprite	spriteSheetRows : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ZolSprite	spriteSheetColumns : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ZolSprite	spriteSheetWidth : int	100	0	0	1	0
Member	LoZGame (Debug)	LoZClone	ZolSprite	spriteSheetHeight : int	100	0	0	1	0

Member	LoZGame (Debug)	LoZClone	ZolSprite	currentFrame : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	ZolSprite	frameDelay : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	ZolSprite	frameDelayMax : int	93	0	0	1	1
Member	LoZGame (Debug)	LoZClone	ZolSprite	ZolSprite(Texture2D, SpriteSheetData)	71	1	2	9	5
Member	LoZGame (Debug)	LoZClone	ZolSprite	Update() : void	70	3	0	14	6
Member	LoZGame (Debug)	LoZClone	ZolSprite	Draw(SpriteBatch, Vector2, Color) : void	64	1	6	13	7