Scope	Project	Namespace	Туре	Member	Maintainability Index	Cyclomatic Complexity	Depth of Inheritance	Class Coupling	Lines of Source code	Lines of Executable code
Assembly	LoZGame (Debug)				83			2 306		4248
Type	LoZGame (Debug)		IEnemy		100			0 1	. 11	0
Member	LoZGame (Debug)		IEnemy	takeDamage() : void	100			0	·	0
Member	LoZGame (Debug)		IEnemy	die() : void	100			0	_	0
Member	LoZGame (Debug)		IEnemy	Update() : void	100			0	2	0
Member	LoZGame (Debug)		IEnemy	Draw(SpriteBatch) : void	100			1	=	0
Namespace	LoZGame (Debug)	LoZClone			83	2430		2 306	15914	4248
Type	LoZGame (Debug)	LoZClone	Arrow		81			1 8	32	8
Member	LoZGame (Debug)	LoZClone	Arrow	texture : Texture2D	100			1	. 1	0
Member	LoZGame (Debug)		Arrow	frame : Rectangle	100			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
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	3 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	3 0		0	1	1
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	linkSize : int	93	3 0		0	1	1
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	width : int	93	3 0		0	1	1
Member	LoZGame (Debug)		ArrowProjectile	height : int	93	3 0		0	1	1
Member	LoZGame (Debug)	LoZClone	ArrowProjectile	texture : Texture2D	100	) 0		1	. 1	0
Member	LoZGame (Debug)		ArrowProjectile	frame : Rectangle	100			1	. 1	0
Member	LoZGame (Debug)		ArrowProjectile	origin : Vector2	100			1	. 1	0
Member	LoZGame (Debug)		ArrowProjectile	lifeTime : int	100			0	1	0
Member	LoZGame (Debug)		ArrowProjectile	scale : int	100			0		0
Member	LoZGame (Debug)		ArrowProjectile	direction : string	100			0	1	0
Member	LoZGame (Debug)		ArrowProjectile	rotation : float	100			0	<del>-</del>	0
Member	LoZGame (Debug)		ArrowProjectile	dX : int	100			0		0
Member	LoZGame (Debug)		ArrowProjectile	dY:int	100			0	·	0
Member	LoZGame (Debug)		ArrowProjectile	instance : int	100			0	<del>-</del>	0
Member	LoZGame (Debug)		ArrowProjectile	expired : bool	100			0	·	0
Member	LoZGame (Debug)		ArrowProjectile	hostile : bool	100			0		0
Member	LoZGame (Debug)		ArrowProjectile	IsHostile : bool	100			0	<del>-</del>	2
Member	LoZGame (Debug)		ArrowProjectile	IsHostile.get(): bool	100			0	_	1
				- "	100			1		0
Member Member	LoZGame (Debug)		ArrowProjectile	location : Vector2	100			1	=	0
	LoZGame (Debug)		ArrowProjectile	location.get(): Vector2				<del>-</del>	=	
Member	LoZGame (Debug)		ArrowProjectile	location.set(Vector2) : void	100			1		0
Member	LoZGame (Debug)		ArrowProjectile	ArrowProjectile(Texture2D, Vector2, s					·=	28
Member	LoZGame (Debug)		ArrowProjectile	IsExpired : bool	100			0	_	2
Member	LoZGame (Debug)		ArrowProjectile	IsExpired.get() : bool	100			0		1
Member	LoZGame (Debug)		ArrowProjectile	Instance : int	100			0	_	2
Member	LoZGame (Debug)		ArrowProjectile	Instance.get(): int	100			0	·	1
Member	LoZGame (Debug)		ArrowProjectile	Update(): void	71			1		4
Member	LoZGame (Debug)		ArrowProjectile	Draw(SpriteBatch) : void	87			7	-	1
Type	LoZGame (Debug)		AttackingDragonState		81			1 13		20
Member	LoZGame (Debug)		AttackingDragonState	dragon : Dragon	100			1		0
Member	LoZGame (Debug)		AttackingDragonState	sprite : IDragonSprite	100			1	=	0
Member	LoZGame (Debug)		AttackingDragonState	fireballLeft : FireballSprite	100			1	=	0
Member	LoZGame (Debug)		AttackingDragonState	fireballDownLeft : FireballSprite	100			1		0
Member	LoZGame (Debug)		AttackingDragonState	fireballUpLeft : FireballSprite	100			1		0
Member	LoZGame (Debug)		AttackingDragonState	AttackingDragonState(Dragon)	69			6		5
Member	LoZGame (Debug)		AttackingDragonState	moveLeft(): void	92			3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	moveRight(): void	92			3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	stop(): void	92			3	5	1
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	attack() : void	100	) 1		0	5	0
Member	LoZGame (Debug)	LoZClone	AttackingDragonState	takeDamage() : void	78			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	17	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 92	2 1		2	9 5	3 1
Member	LoZGame (Debug) LoZClone	AttackingGoriyaState	die(): void	100	1		3 1	5	1
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	AttackingGoriyaState AttackingGoriyaState	Update() : void Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug) LoZClone	AttackingGoriyaState	Draw(SpriteBatch) . Volu	80	24	1	20	115	31
Member	LoZGame (Debug) LoZClone	AttackState	game : LoZGame	100	0	1	1	113	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
Туре	LoZGame (Debug) LoZClone	BlockManager		76	9	1	4	55	18
Member	LoZGame (Debug) LoZClone	BlockManager	blockList : List <isprite></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 1	0
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	BlockManager	maxIndex : int location : Vector2	100 100	0		1	1	0
Member	LoZGame (Debug) LoZClone	BlockManager		86	1		0	6	2
Member Member	LoZGame (Debug) LoZClone	BlockManager BlockManager	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	198	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	85 100	0 0		1 1	1 1	1 0
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	BlockSpriteFactory BlockSpriteFactory	fireTexture : Texture2D fireData : SpriteSheetData	100 85	0		1	1	1
MEHIDEI	LOZGAME (DEDUG) LOZCIONE	biockspriter actory	medata . Spritesirectuata	65	U		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 : Textur	100	0		1	1	0
			· -	85	0		1	1	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	bombedOpeningDownData : SpriteShe	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	bombedOpeningUpTexture : Texture2[		0		1	1	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	bombedOpeningUpData : SpriteSheetE	85			-	•	-
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	bombedOpeningRightTexture : Texture	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	bombedOpeningRightData : SpriteShee	85	0		1	1	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	bombedOpeningLeftTexture : Texture2	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	bombedOpeningLeftData : SpriteSheet	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): vo	52	1		3	22	18
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	getAll(int, int) : List <isprite></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) : MovableSqu	93	1		4	5	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	BombedOpeningDown(Vector2) : Boml	93	1		4	5	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	BombedOpeningUp(Vector2) : Bombec	93	1		4	5	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	BombedOpeningLeft(Vector2) : Bombe	93	1		4	5	1
				93	1		4	5	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	BombedOpeningRight(Vector2) : Bomb	93	1		4	5	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	BlueStatueRight(Vector2) : BlueStatueF	93	1		4	5	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	BlueStatueLeft(Vector2) : BlueStatueLe	93			4	5	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	TurquoiseStatueLeft(Vector2): Turquo	93	1 1		4	5 5	1
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	TurquoiseStatueRight(Vector2) : Turqu		=		4		-
Member	LoZGame (Debug) LoZClone	BlockSpriteFactory	BrickTile(Vector2) : BrickTileSprite	93	1			5	1
Туре	LoZGame (Debug) LoZClone	BlueCandle		88	5	1	8	30	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	106	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

Mambar	LoZGame (Debug) LoZClone	BlueCandleProjectile	lifeTimeMax : int	93	0		0	1	1
Member 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	31	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	28	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, Sprite	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	28	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 5	1	6 7	11	5
Type	LoZGame (Debug) LoZClone	Bomb Bomb	texture : Texture2D	80 100	0	1	1	31 1	8 0
Member	LoZGame (Debug) LoZClone		frame : Rectangle	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	Bomb Bomb	lifeTime : int	100	0		0	1	0
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	Bomb	scale : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone  LoZGame (Debug) LoZClone	Bomb	location : Vector2	100	2		1	2	0
	LoZGame (Debug) LoZClone	Bomb	location: vector2	100	1		1	1	0
Member 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
		- 111000		: <del>-</del>	<u>*</u>		-	, and the second	<del>.</del>

Mambar	La7Cama (Dahug) La7Clana	Damb	Update() : void	100	1		0	-	1
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	Bomb Bomb	Draw(SpriteBatch) : void	78	1		6	5 6	2
Type	LoZGame (Debug) LoZClone	BombedOpeningDownSprite	Draw(SpriteBatch) . Volu	80	3	1	8	28	8
Member	LoZGame (Debug) LoZClone	BombedOpeningDownSprite  BombedOpeningDownSprite	spriteSheet : Texture2D	100	0	1	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(Texture2I	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
Туре	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	4	6	11	5
Type	LoZGame (Debug) LoZClone	BombExplosion	moutifations , int	76	17 0	1	8 0	75	30 1
Member	LoZGame (Debug) LoZClone	BombExplosion	maxLifeTime : int	93 93	0		0	1 1	1
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	BombExplosion BombExplosion	dissipateOne : int 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
Туре	LoZGame (Debug) LoZClone	BombProjectile	li ter	74	16	1	9	79	32
Member	LoZGame (Debug) LoZClone	BombProjectile	linkSize : int	93	0		0	1	1
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	BombProjectile BombProjectile	width : int height : int	93 93	0		0	1 1	1 1
iviember	LUZUAITIE (DEDUG) LOZCIONE	DOMBELLINE	neight : int	93	U		U	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	31	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
Туре	LoZGame (Debug) LoZClone	BoomerangEnemy		68	23	1	11	146	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 : vector2	100	1		1	1	0
					1		1	1	0
Member	LoZGame (Debug) LoZClone	BoomerangEnemy	location.set(Vector2) : void	100 46	4		4	1 46	
Member Member	LoZGame (Debug) LoZClone	BoomerangEnemy	BoomerangEnemy(Texture2D, Goriya,	46 92	4 1		4	46 5	31 1
	LoZGame (Debug) LoZClone	BoomerangEnemy	rotate(): void	92 86	1		1	5	
Member	LoZGame (Debug) LoZClone	BoomerangEnemy	updateLoc() : void		1 5		3		1
Member	LoZGame (Debug) LoZClone	BoomerangEnemy	returnHome() : void	53 100	2		3	31 2	17 2
Member	LoZGame (Debug) LoZClone	BoomerangEnemy	IsExpired : bool	100	2		U	2	2

Member	La7Cama (Dahua)	La7Clana	BoomerangEnemy	IsExpired.get(): bool	100	1		0	1	1
Member	LoZGame (Debug) LoZGame (Debug)		BoomerangEnemy	Instance : int	100	2		0	2	2
Member	LoZGame (Debug)		BoomerangEnemy	Instance.get():int	100	1		0	1	1
Member	LoZGame (Debug)		BoomerangEnemy	Update() : void	65	4		0	24	9
Member	LoZGame (Debug)		BoomerangEnemy	Draw(SpriteBatch) : void	87	1		7	5	1
Type	LoZGame (Debug)		BoomerangProjectile	Braw(SpriteBaterry), void	68	29	1	11	163	70
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	linkSize : int	93	0	-	0	103	1
Member	LoZGame (Debug)		BoomerangProjectile	width : int	93	0		0	1	1
Member			BoomerangProjectile	height : int	93	0		0	1	1
Member			BoomerangProjectile	maxDistance : int	93	0		0	1	1
Member	LoZGame (Debug)		BoomerangProjectile	travelRate : int	93	0		0	1	1
Member	LoZGame (Debug)		BoomerangProjectile	xBound : int	93	0		0	1	1
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	yBound : int	93	0		0	1	1
Member			BoomerangProjectile	texture : Texture2D	100	0		1	1	0
Member			BoomerangProjectile	frame : Rectangle	100	0		1	1	0
Member	, ,,		BoomerangProjectile	origin : Vector2	100	0		1	1	0
Member	LoZGame (Debug)		BoomerangProjectile	player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug)		BoomerangProjectile	scale: int	100	0		0	1	0
				dX : int	100	0		0	1	0
Member Member	LoZGame (Debug) LoZGame (Debug)	LoZClone LoZClone	BoomerangProjectile BoomerangProjectile	dY:int	100	0		0	1	0
Member	LoZGame (Debug)		BoomerangProjectile	direction : string	100	0		0	1	0
Member	LoZGame (Debug)		BoomerangProjectile	instance : int	100	0		0	1	0
Member	LoZGame (Debug)		BoomerangProjectile	expired : bool	100	0		0	1	0
Member					100	0		0	1	0
Member	LoZGame (Debug) LoZGame (Debug)		BoomerangProjectile BoomerangProjectile	returning : bool isReturned : bool	100	0		0	1	0
Member		LoZClone	= :	rotation : float	100	0		0	1	0
Member	LoZGame (Debug) LoZGame (Debug)		BoomerangProjectile BoomerangProjectile	distTraveled : int	100	0		0	1	0
Member			BoomerangProjectile	playerLoc : Vector2	100	0		1	1	0
Member	LoZGame (Debug)		BoomerangProjectile	hostile : bool	100	0		0	1	0
Member	LoZGame (Debug)		BoomerangProjectile	IsHostile : bool	100	2		0	2	2
Member	LoZGame (Debug)		BoomerangProjectile	IsHostile.get() : bool	100	1		0	1	1
Member			BoomerangProjectile	location : Vector2	100	2		1	2	0
Member	LoZGame (Debug)	LoZClone	BoomerangProjectile	location.get(): Vector2	100	1		1	1	0
Member	LoZGame (Debug)		BoomerangProjectile	location.set(Vector2) : void	100	1		1	1	0
Member	LoZGame (Debug)		BoomerangProjectile	BoomerangProjectile(Texture2D, IPlaye	45	4		4	46	31
Member			BoomerangProjectile	rotate(): void	92	1		1	5	1
Member	LoZGame (Debug)		BoomerangProjectile	updateLoc() : void	86	1		1	5	1
Member	LoZGame (Debug)		BoomerangProjectile	checkBounds(): void	78	5		1	8	2
Member			BoomerangProjectile	returnHome() : void	53	5		3	30	16
Member	LoZGame (Debug)		BoomerangProjectile	IsExpired : bool	100	2		0	2	2
Member	LoZGame (Debug)		BoomerangProjectile	IsExpired.get() : bool	100	1		0	1	1
Member	LoZGame (Debug)		BoomerangProjectile	Instance : int	100	2		0	2	2
Member	LoZGame (Debug)		BoomerangProjectile	Instance.get() : int	100	1		0	1	1
Member	LoZGame (Debug)		BoomerangProjectile	Update() : void	64	4		0	26	10
Member	LoZGame (Debug)		BoomerangProjectile	Draw(SpriteBatch) : void	87	1		7	5	1
Туре	LoZGame (Debug)		Bow	(	80	6	1	7	35	10
Member	LoZGame (Debug)		Bow	texture : Texture2D	100	0	=	1	1	0
Member	LoZGame (Debug)		Bow	frame : Rectangle	100	0		1	1	0
Member	LoZGame (Debug)		Bow	lifeTime : int	100	0		0	1	0
Member	LoZGame (Debug)		Bow	scale : int	100	0		0	1	0
Member	LoZGame (Debug)		Bow	location : Vector2	100	2		1	2	0
Member	LoZGame (Debug)		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)		Bow	Bow(Texture2D, Vector2, int)	71	1		3	9	5
Member	LoZGame (Debug)		Bow	Update(): void	80	2		0	9	3
Member	LoZGame (Debug)		Bow	Draw(SpriteBatch) : void	78	1		6	6	2
Туре			BrickTileSprite	(-r )	80	3	1	8	28	8
Member	LoZGame (Debug)		BrickTileSprite	spriteSheet : Texture2D	100	0		1	1	0
Member			BrickTileSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	BrickTileSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug)		BrickTileSprite	BrickTileSprite(Texture2D, SpriteSheetI	78	1		2	8	3
Member	LoZGame (Debug)		BrickTileSprite	Update(): void	100	1		0	2	0
	. 57		•							

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
Member	LoZGame (Debug) LoZClone	Clock	frame : Rectangle	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	Clock	lifeTime : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	Clock	scale : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	Clock	location : Vector2	100	2		1	2	0
Member	LoZGame (Debug) LoZClone	Clock	location.get(): Vector2	100	1		1	1	0
Member	LoZGame (Debug) LoZClone	Clock	location.get() : vector2	100	1		1	1	0
					=		=	9	0
Member	LoZGame (Debug) LoZClone	Clock	Clock(Texture2D, Vector2, int)	71	1		3	-	5
Member	LoZGame (Debug) LoZClone	Clock	Update(): void	80	2		0	9	3
Member	LoZGame (Debug) LoZClone	Clock	Draw(SpriteBatch) : void	78	1		6	6	2
Type	LoZGame (Debug) LoZClone	CommandArrow		83	5	1	4	33	8
Member	LoZGame (Debug) LoZClone	CommandArrow	PriorityValue : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	CommandArrow	player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	CommandArrow	entity: EntityManager	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	CommandArrow	CommandArrow(IPlayer, EntityManage	85	1		2	11	2
Member	LoZGame (Debug) LoZClone	CommandArrow	Priority : int	100	2		0	3	2
Member	LoZGame (Debug) LoZClone	CommandArrow	Priority.get(): int	100	1		0	1	1
Member	LoZGame (Debug) LoZClone	CommandArrow	Execute(): void	77	2		3	10	3
Туре	LoZGame (Debug) LoZClone	CommandAttackA		83	5	1	4	33	8
Member	LoZGame (Debug) LoZClone	CommandAttackA	PriorityValue : int	93	0	=	0	1	1
Member	LoZGame (Debug) LoZClone	CommandAttackA	player : IPlayer	100	0		1	1	0
				100	0		1	1	0
Member Member	LoZGame (Debug) LoZClone	CommandAttackA CommandAttackA	entity : EntityManager CommandAttackA(IPlayer, EntityMana	85	1		2	11	2
	LoZGame (Debug) LoZClone								
Member	LoZGame (Debug) LoZClone	CommandAttackA	Priority : int	100	2		0	3	2
Member	LoZGame (Debug) LoZClone	CommandAttackA	Priority.get(): int	100	1		0	1	1
Member	LoZGame (Debug) LoZClone	CommandAttackA	Execute(): void	78	2		3	10	3
Type	LoZGame (Debug) LoZClone	CommandAttackB		83	5	1	4	33	8
Member	LoZGame (Debug) LoZClone	CommandAttackB	PriorityValue : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	CommandAttackB	player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	CommandAttackB	entity: EntityManager	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	CommandAttackB	CommandAttackB(IPlayer, EntityMana	85	1		2	11	2
Member	LoZGame (Debug) LoZClone	CommandAttackB	Priority : int	100	2		0	3	2
Member	LoZGame (Debug) LoZClone	CommandAttackB	Priority.get(): int	100	1		0	1	1
Member	LoZGame (Debug) LoZClone	CommandAttackB	Execute(): void	78	2		3	10	3
Туре	LoZGame (Debug) LoZClone	CommandBlockLeft		94	4	1	2	26	5
Member	LoZGame (Debug) LoZClone	CommandBlockLeft	PriorityValue : int	91	0	-	0	1	1
Member	LoZGame (Debug) LoZClone	CommandBlockLeft	block : BlockManager	100	0		1	1	0
			=	96	1		1	9	1
Member	LoZGame (Debug) LoZClone	CommandBlockLeft	CommandBlockLeft(BlockManager)		-		-	•	-
Member	LoZGame (Debug) LoZClone	CommandBlockLeft	Priority : int	100	2		0	3	2
Member	LoZGame (Debug) LoZClone	CommandBlockLeft	Priority.get(): int	100	1		0	1	1
Member	LoZGame (Debug) LoZClone	CommandBlockLeft	Execute(): void	100	1		1	6	1
Type	LoZGame (Debug) LoZClone	CommandBlockRight		94	4	1	2	27	5
Member	LoZGame (Debug) LoZClone	CommandBlockRight	PriorityValue : int	91	0		0	1	1
Member	LoZGame (Debug) LoZClone	CommandBlockRight	block : BlockManager	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	CommandBlockRight	CommandBlockRight(BlockManager)	96	1		1	9	1
Member	LoZGame (Debug) LoZClone	CommandBlockRight	Priority : int	100	2		0	3	2
Member	LoZGame (Debug) LoZClone	CommandBlockRight	Priority.get(): int	100	1		0	1	1
Member	LoZGame (Debug) LoZClone	CommandBlockRight	Execute(): void	100	1		1	6	1
Type	LoZGame (Debug) LoZClone	CommandBlueCandle	v	82	6	1	4	31	8
Member	LoZGame (Debug) LoZClone	CommandBlueCandle	PriorityValue : int	93	0	=	0	1	1
Member	LoZGame (Debug) LoZClone	CommandBlueCandle	player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	CommandBlueCandle	entity : EntityManager	100	0		1	1	0
		CommandBlueCandle		100 85	1		2	11	2
Member	LoZGame (Debug) LoZClone		CommandBlueCandle(IPlayer, EntityMa		=		-		<del>=</del>
Member	LoZGame (Debug) LoZClone	CommandBlueCandle	Execute(): void	75	3		3	9	3
Member	LoZGame (Debug) LoZClone	CommandBlueCandle	Priority : int	100	2		0	2	2
Member	LoZGame (Debug) LoZClone	CommandBlueCandle	Priority.get(): int	100	1		0	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
Member	LoZGame (Debug) LoZClone	CommandBomb	player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	CommandBomb	entity: EntityManager	100	0		1	1	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	33	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	26	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	26	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		-	1	1
Member	LoZGame (Debug) LoZClone	CommandDown	Execute(): void	100 94	1 4	4	1 2	6	1 5
Type Member	LoZGame (Debug) LoZClone	CommandEnemyLeft CommandEnemyLeft	PriorityValue : int	94 91	0	1	0	26 1	5 1
Member	LoZGame (Debug) LoZClone 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
Туре	LoZGame (Debug) LoZClone	CommandEnemyRight	Execute(). Void	94	4	1	2	26	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
Туре	LoZGame (Debug) LoZClone	CommandIdle		94	4	1	2	26	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	26	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	26	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	26	5

Member	LoZGame (Debug) LoZClor	ne CommandLeft	PriorityValue : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClor		player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug) LoZClor	ne CommandLeft	CommandLeft(IPlayer)	96	1		1	9	1
Member	LoZGame (Debug) LoZClor	ne CommandLeft	Priority : int	100	2		0	3	2
Member	LoZGame (Debug) LoZClor	ne CommandLeft	Priority.get(): int	100	1		0	1	1
Member	LoZGame (Debug) LoZClor	ne CommandLeft	Execute(): void	100	1		1	6	1
Type	LoZGame (Debug) LoZClor	ne CommandLoader		61	5	1	33	62	29
Member	LoZGame (Debug) LoZClor	ne CommandLoader	commandidle : Commandidle	100	0		1	1	0
Member	LoZGame (Debug) LoZClor	ne CommandLoader	dictionary : Dictionary <keys, icomman<="" td=""><td>100</td><td>0</td><td></td><td>3</td><td>1</td><td>0</td></keys,>	100	0		3	1	0
Member	LoZGame (Debug) LoZClor		CommandLoader(LoZGame, IPlayer, Ite	48	1		33	48	25
Member	LoZGame (Debug) LoZClor		GetIdle : ICommand	100	2		2	2	2
Member	LoZGame (Debug) LoZClor		GetIdle.get(): ICommand	100	1		2	1	1
Member	LoZGame (Debug) LoZClor		GetDict : Dictionary <keys, icommand=""></keys,>	100	2		3	2	2
Member	LoZGame (Debug) LoZClor		GetDict.get(): Dictionary <keys, icomm<="" td=""><td>100</td><td>1</td><td></td><td>3</td><td>1</td><td>1</td></keys,>	100	1		3	1	1
Туре	LoZGame (Debug) LoZClor			82	6	1	4	33	8
Member	LoZGame (Debug) LoZClor	= = = = = = = = = = = = = = = = = = = =	PriorityValue : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClor		player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug) LoZClor		entity : EntityManager	100	1		2	11	
Member Member	LoZGame (Debug) LoZClor LoZGame (Debug) LoZClor		CommandMagicBoomerang(IPlayer, Er Priority: int	85 100	2		0	3	2 2
Member	LoZGame (Debug) LoZClor		Priority.get() : int	100	1		0	1	1
Member	LoZGame (Debug) LoZClor		Execute(): void	75	3		3	10	3
Туре	LoZGame (Debug) LoZClor		Excedite() . Void	94	4	1	2	26	5
Member	LoZGame (Debug) LoZClor		PriorityValue : int	91	0	-	0	1	1
Member	LoZGame (Debug) LoZClor		game : LoZGame	100	0		1	1	0
Member	LoZGame (Debug) LoZClor		CommandQuit(LoZGame)	96	1		1	9	1
Member	LoZGame (Debug) LoZClor		Priority : int	100	2		0	3	2
Member	LoZGame (Debug) LoZClor		Priority.get() : int	100	1		0	1	1
Member	LoZGame (Debug) LoZClor		Execute(): void	100	1		1	6	1
Type	LoZGame (Debug) LoZClor	ne CommandRedCandle		83	5	1	4	33	8
Member	LoZGame (Debug) LoZClor	ne CommandRedCandle	PriorityValue : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClor	ne CommandRedCandle	player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug) LoZClor	ne CommandRedCandle	entity: EntityManager	100	0		1	1	0
Member	LoZGame (Debug) LoZClor	ne CommandRedCandle	CommandRedCandle(IPlayer, EntityMa	85	1		2	11	2
Member	LoZGame (Debug) LoZClor	ne CommandRedCandle	Priority : int	100	2		0	3	2
Member	LoZGame (Debug) LoZClor		Priority.get(): int	100	1		0	1	1
Member	LoZGame (Debug) LoZClor		Execute(): void	77	2		3	10	3
Туре	LoZGame (Debug) LoZClor			67	4	1	12	60	25
Member	LoZGame (Debug) LoZClor		PriorityValue : int	91	0		0	1	1
Member	LoZGame (Debug) LoZClor		player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug) LoZClor		item : ItemManager	100	0		1	1	0
Member	LoZGame (Debug) LoZClor		block : BlockManager	100	0 0		1	1	0
Member	LoZGame (Debug) LoZClor		game : LoZGame	100 100	0		1 1	1 1	0
Member Member	LoZGame (Debug) LoZClor LoZGame (Debug) LoZClor		entity : EntityManager enemy : EnemyManager	100	0		1	1	0
Member	LoZGame (Debug) LoZClor		CommandReset(LoZGame, IPlayer, Iter	69	1		6	19	6
Member	LoZGame (Debug) LoZClor		Priority : int	100	2		0	3	2
Member	LoZGame (Debug) LoZClor		Priority.get(): int	100	1		0	1	1
Member	LoZGame (Debug) LoZClor		Execute(): void	55	1		11	25	16
Туре	LoZGame (Debug) LoZClor		Execute() . Fold	94	4	1	2	26	5
Member	LoZGame (Debug) LoZClor	=	PriorityValue : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClor	=	player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug) LoZClor		CommandRight(IPlayer)	96	1		1	9	1
Member	LoZGame (Debug) LoZClor		Priority : int	100	2		0	3	2
Member	LoZGame (Debug) LoZClor	ne CommandRight	Priority.get(): int	100	1		0	1	1
Member	LoZGame (Debug) LoZClor	ne CommandRight	Execute(): void	100	1		1	6	1
Type	LoZGame (Debug) LoZClor	ne CommandSilverArrow		83	5	1	4	33	8
Member	LoZGame (Debug) LoZClor	ne CommandSilverArrow	PriorityValue : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClor		player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug) LoZClor		entity: EntityManager	100	0		1	1	0
Member	LoZGame (Debug) LoZClor		CommandSilverArrow(IPlayer, EntityM	85	1		2	11	2
Member	LoZGame (Debug) LoZClor	ne 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	1	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, EntityMana)	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
Туре	LoZGame (Debug) LoZClone	CommandUp	Execute(): void	94	4	1	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
	LoZGame (Debug) LoZClone	•		100	2		0	3	2
Member Member		CommandUp CommandUp	Priority : int	100	1		0	1	1
	LoZGame (Debug) LoZClone	•	Priority.get(): int		1		1	6	1
Member	LoZGame (Debug) LoZClone	CommandUp	Execute(): void	100			7		
Type	LoZGame (Debug) LoZClone	Compass		80	6	1	· ·	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	1	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	1	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
Туре	LoZGame (Debug) LoZClone	DeadEnemySprite	Draw(Sprite Baterry : Volu	72	5	1	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
			•	100	0		0	1	0
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	DeadEnemySprite	spriteSheetColumns : int	100	0		0	1	0
		DeadEnemySprite	spriteSheetWidth: int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	DeadEnemySprite	spriteSheetHeight : int		0		0		1
Member	LoZGame (Debug) LoZClone	DeadEnemySprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	DeadEnemySprite	frameDelay int	93	0		0	1	•
Member	LoZGame (Debug) LoZClone	DeadEnemySprite	frameDelayMax : int	93	0 1		2	1	1 5
Member	LoZGame (Debug) LoZClone	DeadEnemySprite	DeadEnemySprite(Texture2D, SpriteSh	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) : voi	64	1		6	13	7
Туре	LoZGame (Debug) LoZClone	DeadGelState	Braw(SpriteBater), vector2, edior) : voi	94	9	1	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	1	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
Туре	LoZGame (Debug) LoZClone	DeadKeeseState		95	13	1	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 4	0
Member	LoZGame (Debug) LoZClone	DeadKeeseState	moveUp() : void	100 100	1		0	4	0
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	DeadKeeseState DeadKeeseState	moveDown() : void 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
Туре	LoZGame (Debug) LoZClone	DeadRopeState		94	9	1	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	1	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	7	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
	LoZGame (Debug) LoZClone	DeadZolState	Draw(SpriteDaterry : Volu	94	9	1	7	45	4
Type Member		DeadZolState	zol : Zol	100	0	1	1	1	0
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone			100	0		1	1	0
Member	, 5,	DeadZolState DeadZolState	sprite : DeadEnemySprite DeadZolState(Zol)	83	1		3	6	2
	LoZGame (Debug) LoZClone				<del>-</del>		0	4	
Member	LoZGame (Debug) LoZClone	DeadZolState	moveLeft(): void	100	1		0	4	0
Member	LoZGame (Debug) LoZClone	DeadZolState	moveRight(): void	100	1		-	•	-
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	9	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
Туре	LoZGame (Debug) LoZClone	Dodongo		80	24	1	7	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	6		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
		<u> </u>	,						

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	0	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 6	1	0 8	1 47	0
Type	LoZGame (Debug) LoZClone	DodongoDownSprite	amatha Charata Tarata ma 2D	75 100	0	1	8		20
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	DodongoDownSprite DodongoDownSprite	spriteSheet : Texture2D spriteSheetRows : int	100	0		0	1 1	0 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, Sprite	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	17
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, SpriteSl	78	1		2	7	3
Member	LoZGame (Debug) LoZClone	DodongoLeftSprite	Update(): void	70	3		0	14	6
Member Member	LoZGame (Debug) LoZClone	DodongoLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	66 100	1 1		6 0	12 2	6 0
	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	DodongoLeftSprite DodongoRightSprite	Attack(): void	75	6	1	0	47	20
Type Member	LoZGame (Debug) LoZClone	DodongoRightSprite	spriteSheet : Texture2D	100	0	1	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, Sprite:	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	20
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 Member	LoZGame (Debug) LoZClone	DodongoUpSprite	frameDelayMax : int	93 71	0 1		0	1 9	1 5
ivieinber	LoZGame (Debug) LoZClone	DodongoUpSprite	DodongoUpSprite(Texture2D, SpriteSh	/1	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	1	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	1	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	1	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		-	1	=
Member	LoZGame (Debug) LoZClone	DoorRightSprite	frameDelayMax : int	93	0 1		0 2	1	1
Member	LoZGame (Debug) LoZClone	DoorRightSprite	DoorRightSprite(Texture2D, SpriteShee	78 70	3		0	8	6
Member Member	LoZGame (Debug) LoZClone	DoorRightSprite	Update() : void Draw(SpriteBatch, Vector2, Color) : voi	70 66	1		6	18 12	6
	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	DoorRightSprite	Draw(SpriteBatch, Vector2, Color): Vol	75	5	1	8	48	17
Type Member	LoZGame (Debug) LoZClone	DoorUpSprite DoorUpSprite	spriteSheet : Texture2D	100	0	1	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, SpriteSheetE	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
Туре	LoZGame (Debug) LoZClone	DownLeftMovingKeeseState	Stan(spinesatori, rectors, color, rect	88	14	1	16	76	16
Member	LoZGame (Debug) LoZClone	DownLeftMovingKeeseState	keese : Keese	100	0	<del>-</del>	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	1	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

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Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	DownMovingDodongoState DownMovingDodongoState	moveLeft() : void moveRight() : void	92 92	1		3 3	5 5	1 1
Member	LoZGame (Debug) LoZClone	DownMovingDodongoState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug) LoZClone	DownMovingDodongoState	moveDown() : void	100	1		0	5	0
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
Туре	LoZGame (Debug) LoZClone	DownMovingGelState	Braw(SpriteBaterry : Volu	88	10	1	12	56	12
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	13
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 88	1 14	1	5 16	5 76	1 16
Type	LoZGame (Debug) LoZClone	DownMovingKeeseState	kaasa . Kaasa		0	1	16	76 1	0
Member Member	LoZGame (Debug) LoZClone	DownMovingKeeseState DownMovingKeeseState	keese : Keese sprite : IKeeseSprite	100 100	0		1	1	0
Member	LoZGame (Debug) LoZClone 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	12
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	9

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	12
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	12
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	12
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
Туре	LoZGame (Debug) LoZClone	DownRightMovingKeeseState	(4)	88	14	1	16	76	16
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
	(Desug) Localone	_ Jgcovingicesestate	( ) p	30	±		-	3	-

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 1
Member	LoZGame (Debug) LoZClone	Dragon	Health.set(int): void	96	=	4	0	-	0
Type	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	Dragon.stateEnum	Idle : Dragon.stateEnum	100 100	1	1	0	2 1	0
Member		Dragon.stateEnum Dragon.stateEnum	Left : Dragon.stateEnum	100	0		0	1	0
Member Member	LoZGame (Debug) LoZClone 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
Туре	LoZGame (Debug) LoZClone	DragonDamagedSprite	Attacking . Dragon.stateEndin	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, Spri	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	100 100	0		1 0	1	0
Member	LoZGame (Debug) LoZClone	EmptyHeart EmptyHeart	lifeTime : int		0		0	1	0
Member	LoZGame (Debug) LoZClone	EmptyHeart EmptyHeart	scale : int	100 100	2		0 1	2	0
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	EmptyHeart EmptyHeart	location : Vector2 location.get() : Vector2	100	1		1	1	0
Member	LoZGame (Debug) LoZClone	EmptyHeart	location.get(): vector2 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
Туре	LoZGame (Debug) LoZClone	EnemyManager	S.a. (Sprite Bateri) . Void	73	11	1	16	79	32
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Member	LoZGame (Debug) LoZClone	EnemyManager	enemyList : List <ienemy></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	-t-lf Tt2D	86	28 0	1	27	250	53 0
Member	LoZGame (Debug) LoZClone	EnemySpriteFactory	stalfos : Texture2D	100 85	0		1 1	1	1
Member	LoZGame (Debug) LoZClone	EnemySpriteFactory	stalfosData : SpriteSheetData	100	0		1	1	0
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	EnemySpriteFactory EnemySpriteFactory	downGoriya : Texture2D 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			1	1	0
Member	LoZGame (Debug) LoZClone	EnemySpriteFactory	downDodongoData : SpriteSheetData	85	0		1	1	1 0
Member	LoZGame (Debug) LoZClone	EnemySpriteFactory	upDodongo : Texture2D	100 85	0		1	1	1
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	EnemySpriteFactory EnemySpriteFactory	upDodongoData : SpriteSheetData 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) LoZ	Clone	EnemySpriteFactory	InstanceValue : EnemySpriteFactory	93	0		0	1	1
Member	LoZGame (Debug) LoZ		EnemySpriteFactory	Instance : EnemySpriteFactory	100	1		0	8	1
Member	LoZGame (Debug) LoZ		EnemySpriteFactory	Instance.get() : EnemySpriteFactory	100	1		0	4	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	EnemySpriteFactory()	100	1		0	4	0
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	LoadAllTextures(ContentManager) : vo	48	1		3	38	23
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateStalfosSprite(): StalfosSprite	93	1		3	6	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateDownMovingGoriyaSprite(): Go	93	1		3	6	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateUpMovingGoriyaSprite(): Goriya	93	1		3	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateLeftMovingGoriyaSprite() : Goriy	93	1		3	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateRightMovingGoriyaSprite(): Gor	93	1		3	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateLeftMovingWallMasterSprite():	93	1		3	6	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateRightMovingWallMasterSprite()	93	1		3	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateLeftMovingRopeSprite(): RopeL	93	1		3	6	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateRightMovingRopeSprite(): Rope	93	1		3	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateGelSprite(): GelSprite	93	1		3	6	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateZolSprite(): ZolSprite	93	1		3	6	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateSpikeCrossSprite(): SpikeCrossS	93	1		3	6	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateKeeseSprite(): KeeseSprite	93	1		3	6	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateDragonSprite(): DragonSprite	93	1		3	6	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateDamagedDragonSprite(): Drago	93	1		3	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateLeftFireballSprite(Vector2): Fire	91	1		4	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateDownLeftFireballSprite(Vector2)	91	1		4	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateUpLeftFireballSprite(Vector2) : F	91	1		4	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateDownMovingDodongoSprite():	93	1		3	6	1
Member	LoZGame (Debug) LoZ	?Clone	EnemySpriteFactory	CreateUpMovingDodongoSprite(): Doc	93	1		3	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateLeftMovingDodongoSprite(): Dc	93	1		3	5	1
Member	LoZGame (Debug) LoZ	?Clone	EnemySpriteFactory	CreateRightMovingDodongoSprite() : [	93	1		3	5	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateOldManSprite(): OldManSprite	93	1		3	6	1
Member	LoZGame (Debug) LoZ		EnemySpriteFactory	CreateMerchantSprite(): MerchantSpr	93	1		3	6	1
Member	LoZGame (Debug) LoZ	Clone	EnemySpriteFactory	CreateDeadEnemySprite(): DeadEnem	93	1		3	6	1
Type	LoZGame (Debug) LoZ		EntityManager		84	8	1	3	34	12
Member		Clone	EntityManager	projectile : ProjectileManager	100	0		1	1	0
Member		Clone	EntityManager	explosion : ExplosionManager	100	0		1	1	0
Member	LoZGame (Debug) LoZ		EntityManager	EntityManager()	84	1		2	6	2
Member	LoZGame (Debug) LoZ		EntityManager	ProjectileManager : ProjectileManager	100	2		1	2	2
Member	LoZGame (Debug) LoZ		EntityManager	ProjectileManager.get() : ProjectileMa	100	1		1	1	1
Member	LoZGame (Debug) LoZ		EntityManager	BoomerangOut : bool	96	2		1	2	2
Member	, 0,	Clone	EntityManager	BoomerangOut.get() : bool	96	1		1	1	1
Member	LoZGame (Debug) LoZ		EntityManager	Update(): void	88	1		2	6	2
Member	LoZGame (Debug) LoZ		EntityManager	Draw(SpriteBatch) : void	86	1		3	6	2
Member	LoZGame (Debug) LoZ		EntityManager	Clear(): void	84	1		2	6	2
Type	LoZGame (Debug) LoZ		ExplosionManager		73	23	1	9	117	27
Member	LoZGame (Debug) LoZ		ExplosionManager	explosionList : Dictionary <int, iprojectil<="" td=""><td>100</td><td>0</td><td></td><td>2</td><td>1</td><td>0</td></int,>	100	0		2	1	0
Member	LoZGame (Debug) LoZ		ExplosionManager	deletable : List <int></int>	100	0		1	1	0
Member	LoZGame (Debug) LoZ		ExplosionManager	scale : int	100	0		0	1	0
Member	LoZGame (Debug) LoZ		ExplosionManager	explosionId: int	100	0			1	0
Member	LoZGame (Debug) LoZ		ExplosionManager	explosionListSize : int	100	ŭ		0	-	0
Member	LoZGame (Debug) LoZ		ExplosionManager	SwordExplosion : int	100	2		1	2	2
Member	LoZGame (Debug) LoZ		ExplosionManager	SwordExplosion.get(): int	100	1 2		1	1 2	1 2
Member		Clone	ExplosionManager	Explosion : int	100 100	2		1	1	1
Member	LoZGame (Debug) LoZ		ExplosionManager	Explosion.get(): int	71	1		4	9	5
Member Member	LoZGame (Debug) LoZ LoZGame (Debug) LoZ		ExplosionManager ExplosionManager	ExplosionManager() addExplosion(int, Vector2) : void	65	9		6	48	4
			· -		75	2		2	10	4
Member Member	LoZGame (Debug) LoZ LoZGame (Debug) LoZ		ExplosionManager ExplosionManager	removeExplosion(int) : void Update() : void	75 66	5		4	22	8
Member	LoZGame (Debug) LoZ		ExplosionManager	Draw(SpriteBatch) : void	85	2		4	8	2
Type	LoZGame (Debug) LoZ		ExplosionManager.ExplosionType	Diaw(Spritebattir) . Volu	100	1	1	0	8 5	0
Member		Clone	ExplosionManager.ExplosionType	BombExplode : ExplosionManager.Expl	100	0	1	0	1	0
Member	LoZGame (Debug) LoZ		ExplosionManager.ExplosionType	SwordExplode : ExplosionManager.Exp	100	0		0	1	0
Type	LoZGame (Debug) LoZ		Fairy	5 TOTAL APIOUE . Explosion via ridger . Exp	73	25	1	10	143	37
Member	LoZGame (Debug) LoZ		Fairy	directionChange : int	93	0	1	0	143	1
Member	LoZGame (Debug) LoZ		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	12	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 7	1	0
Type	LoZGame (Debug) LoZClone	FireballSprite		69 100	7 0	1	1	59 1	27 0
Member	LoZGame (Debug) LoZClone	FireballSprite	spriteSheet : Texture2D		0		0	1	0
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	FireballSprite FireballSprite	spriteSheetRows : int	100 100	0		0	1	0
Member	LoZGame (Debug) LoZClone	FireballSprite	spriteSheetColumns : int spriteSheetWidth : int	100	0		0	1	0
Member 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	8	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	8	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	touture : Touture 2D	80	6 0	1	7	35	10 0
Member	LoZGame (Debug) LoZClone	Flute Flute	texture : Texture2D	100 100	0		1 1	1 1	0
Member	LoZGame (Debug) LoZClone	riute	frame : Rectangle	100	U		1	1	U

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	7	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	7	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	8	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	7	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	0	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
Туре	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	1		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	1		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	Ha - Carlos state France	100 100	1	1	0	2 1	0
Member Member	LoZGame (Debug) LoZClone	Goriya.stateEnum	Up : Goriya.stateEnum	100	0		0	1	0
	LoZGame (Debug) LoZClone	Goriya.stateEnum	Down : Goriya stateEnum	100	0		0	1	0
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	Goriya.stateEnum	Left : Goriya.stateEnum	100	0		0	1	0
		Goriya.stateEnum	Right : Goriya.stateEnum		0		0	1	0
Member	LoZGame (Debug) LoZClone	Goriya.stateEnum	Attacking : Goriya.stateEnum	100 72	0 5	1	8	1 45	20
Type	LoZGame (Debug) LoZClone	GoriyaDownSprite	annitaChaot - Taytura2D	100	0	1	8 1	45 1	0
Member	LoZGame (Debug) LoZClone	GoriyaDownSprite	spriteSheet: Texture2D		0		0	1	0
Member	LoZGame (Debug) LoZClone	GoriyaDownSprite	spriteSheetColumns : int	100 100	0		0	1	0
Member	LoZGame (Debug) LoZClone	GoriyaDownSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	Goriya Down Sprite Goriya Down Sprite	spriteSheetWidth: int spriteSheetHeight: int	100	0		0	1	0
Member	·				0		0	1	1
Member	LoZGame (Debug) LoZClone	GoriyaDownSprite	currentFrame : int	93 93	0		0	1	1
Member Member	LoZGame (Debug) LoZClone	GoriyaDownSprite	frameDelayMax : int	93	0		0	1	1
	LoZGame (Debug) LoZClone	GoriyaDownSprite	frameDelayMax : int	93 71	0 1		2	9	1 5
Member	LoZGame (Debug) LoZClone	GoriyaDownSprite	GoriyaDownSprite(Texture2D, SpriteSh	71 70	3		0	14	6
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	Goriya Down Sprite Goriya Down Sprite	Update() : void  Draw(SpriteBatch, Vector2, Color) : voi	70 64	3 1		6	14 13	6 7
Type	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	GoriyaLeftSprite	Draw(Spritebatch, Vector2, Color): voi	64 72	5	1	8	13 45	20
, ypc	LOZGOTTE (DEDUG) LOZGIOTTE	Sonyacenspine		12	J	1	J	70	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, SpriteShe	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	Draw(Spritebatch, Vector2, Color): Vol	72	5	1	8	45	20
Member	LoZGame (Debug) LoZClone	GoriyaRightSprite	spriteSheet : Texture2D	100	0	-	1	1	0
Member	LoZGame (Debug) LoZClone	GoriyaRightSprite	spriteSheet . Texture2D spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	GoriyaRightSprite	spriteSheetColumns : int	100	0		0	1	0
Member			spriteSheetWidth : int	100	0		0	1	0
	LoZGame (Debug) LoZClone	GoriyaRightSprite	•	100	0		0	1	0
Member Member	LoZGame (Debug) LoZClone	GoriyaRightSprite	spriteSheetHeight : int	93	0		0	1	1
	LoZGame (Debug) LoZClone	GoriyaRightSprite	currentFrame : int		0		0		-
Member	LoZGame (Debug) LoZClone	GoriyaRightSprite	frameDelay : int	93	0		0	1	1
Member Member	LoZGame (Debug) LoZClone	GoriyaRightSprite	frameDelayMax : int	93 71	1		2	1 9	1 5
	LoZGame (Debug) LoZClone	GoriyaRightSprite	GoriyaRightSprite(Texture2D, SpriteSh		<del>-</del>		0		6
Member	LoZGame (Debug) LoZClone	GoriyaRightSprite	Update(): void	70	3		-	14	6 7
Member	LoZGame (Debug) LoZClone	GoriyaRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6 8	13	•
Туре	LoZGame (Debug) LoZClone	GoriyaUpSprite	" Cl + T + 25	72	5	1	Ü	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	-	ŭ
Member	LoZGame (Debug) LoZClone	GoriyaUpSprite	spriteSheetWidth: int	100	•		-	1	0
Member	LoZGame (Debug) LoZClone	GoriyaUpSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	GoriyaUpSprite	currentFrame : int	93	· ·		Ü	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 6
Member	LoZGame (Debug) LoZClone	GoriyaUpSprite	Update(): void	70	3		-	14	-
Member	LoZGame (Debug) LoZClone	GoriyaUpSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6 7	13	7
Type	LoZGame (Debug) LoZClone	HalfHeart	testure a Testure 2D	80	6 0	1	-	35 1	10
Member	LoZGame (Debug) LoZClone	HalfHeart	texture : Texture2D	100			1	<del>-</del>	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
Туре	LoZGame (Debug) LoZClone	Health	f 61	76	9	1	7	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	7	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	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
Туре	LoZGame (Debug) LoZClone	IController		100	1	0	0	10	0
Member	LoZGame (Debug) LoZClone	IController	Update(): void	100	1		0	4	0
Type	LoZGame (Debug) LoZClone	IdleDragonState	. ,	90	10	1	11	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
Туре	LoZGame (Debug) LoZClone	IdleSpikeCrossState	(-)	90	8	1	12	46	8
Member	LoZGame (Debug) LoZClone	IdleSpikeCrossState	spikeCross : SpikeCross	100	0	<del>-</del>	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
Туре	LoZGame (Debug) LoZClone	IdleState	, ,	87	16	1	20	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	3	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	3	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	Ü	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
Туре	LoZGame (Debug) LoZClone	IEnemySprite	Stati(spritesation) : void	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
Туре	LoZGame (Debug) LoZClone	IEnemyState	Actack(). Volu	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
Туре	LoZGame (Debug) LoZClone	IGelSprite	Braw(Sprite Baterry : Vola	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
Туре	LoZGame (Debug) LoZClone	IGoriyaSprite	Braw(SpriteBatch, vector2, color): vol	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
Туре	LoZGame (Debug) LoZClone	IGoriyaState		100	9	0	1	20	0
Member	LoZGame (Debug) LoZClone	IGoriyaState	moveLeft(): void	100	1	Ü	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	IItemSprite	(4)	100	4	0	2	9	0
Member	LoZGame (Debug) LoZClone	IItemSprite	location : Vector2	100	2		1	1	0
Member	LoZGame (Debug) LoZClone	IItemSprite	location.get(): Vector2	100	1		1	1	0
Member	LoZGame (Debug) LoZClone	IItemSprite	location.set(Vector2) : void	100	1		1	1	0
Member	LoZGame (Debug) LoZClone	IItemSprite	Update(): void	100	1		0	2	0
Member	LoZGame (Debug) LoZClone	IItemSprite	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
Туре	LoZGame (Debug) LoZClone	IPlayer		100	30	0	3	113	0
Member	LoZGame (Debug) LoZClone	IPlayer	State : IPlayerState	100	1		1	4	0

Member	r LoZGame (Debug) LoZClone	IPlayer	State.set(IPlayerState): void	100	1		1	1	0
Member	, ,,	IPlayer	CurrentWeapon : string	100	2		0	5	0
Member		IPlayer	CurrentWeapon.get(): string	100	1		0	1	0
Member	, ,,	IPlayer	CurrentWeapon.set(string): void	100	1		0	1	0
Member	· <del>-</del>	IPlayer	CurrentColor: string	100	2		0	5	0
Member	, ,,	IPlayer	CurrentColor.get(): string	100	1		0	1	0
Membe		IPlayer	CurrentColor.set(string) : void	100	1		0	1	0
Member	, ,,	IPlayer	CurrentDirection : string	100	2		0	5	0
Membe	· <del>-</del>	IPlayer	CurrentDirection.get(): string	100	1		0	1	0
Membe	·	IPlayer	CurrentDirection.set(string) : void	100	1		0	1	0
Member	, ,,	IPlayer	CurrentLocation : Vector2	100	2		1	5	0
Membe	·	IPlayer	CurrentLocation.get(): Vector2	100	1		1	1	0
Member	, ,,	IPlayer	CurrentLocation.set(Vector2) : void	100	1		1	1	0
Membe		IPlayer	CurrentTint : Color	100	2		1	5	0
Membe	·	IPlayer	CurrentTint.get() : Color	100 100	1 1		1	1 1	0
Membe	· <del>-</del>	IPlayer	CurrentTint.set(Color) : void CurrentSpeed : int	100	2		0	5	0
Membei Membei		IPlayer IPlayer	CurrentSpeed : int CurrentSpeed.get() : int	100	1		0	5 1	0
Member	· <del>-</del>	IPlayer	CurrentSpeed.set(int) : void	100	1		0	1	0
Member	·	IPlayer	DamageCounter : int	100	2		0	5	0
Member	·	IPlayer	DamageCounter.get() : int	100	1		0	1	0
Member	· <del>-</del>	IPlayer	DamageCounter.set(int) : void	100	1		0	1	0
Member	, ,,	IPlayer	DamageTimer : int	100	2		0	5	0
Member	·	IPlayer	DamageTimer.get() : int	100	1		0	1	0
Member	·	IPlayer	DamageTimer.set(int) : void	100	1		0	1	0
Member	· <del>-</del>	IPlayer	IsDead : bool	100	2		0	5	0
Member	, ,,	IPlayer	IsDead.get(): bool	100	1		0	1	0
Member		IPlayer	IsDead.set(bool) : void	100	1		0	1	0
Member	r LoZGame (Debug) LoZClone	IPlayer	Idle() : void	100	1		0	5	0
Member	r LoZGame (Debug) LoZClone	IPlayer	MoveUp() : void	100	1		0	5	0
Member	r LoZGame (Debug) LoZClone	IPlayer	MoveDown(): void	100	1		0	5	0
Member	r LoZGame (Debug) LoZClone	IPlayer	MoveLeft(): void	100	1		0	5	0
Member	r LoZGame (Debug) LoZClone	IPlayer	MoveRight(): void	100	1		0	5	0
Member	r LoZGame (Debug) LoZClone	IPlayer	TakeDamage() : void	100	1		0	5	0
Member	r LoZGame (Debug) LoZClone	IPlayer	Attack(): void	100	1		0	5	0
Member	r LoZGame (Debug) LoZClone	IPlayer	PickupItem(int) : void	100	1		0	6	0
Member	, 0,	IPlayer	UseItem(int) : void	100	1		0	6	0
Membe		IPlayer	Update() : void	100	1		0	5	0
Membe		IPlayer	Draw(): void	100	1		0	5	0
Туре	LoZGame (Debug) LoZClone	IPlayerState		100	11	0	0	62	0
Membe	· <del>-</del>	IPlayerState	Idle(): void	100	1		0	4	0
Member	·	IPlayerState	MoveUp(): void	100	1		0	5 5	0
Membe		IPlayerState	MoveDown(): void	100	1		0	5	0
Member Member	, ,,	IPlayerState IPlayerState	MoveLeft() : void MoveRight() : void	100 100	1 1		0	5	0
Membe		IPlayerState	Attack() : void	100	1		0	5	0
Member	· <del>-</del>	IPlayerState	Die() : void	100	1		0	5	0
Member		IPlayerState	PickupItem(int) : void	100	1		0	6	0
Member	, 0,	IPlayerState	UseItem(int) : void	100	1		0	6	0
Member	· <del>-</del>	IPlayerState	Update() : void	100	1		0	5	0
Member		IPlayerState	Draw(): void	100	1		0	5	0
Туре	LoZGame (Debug) LoZClone	IProjectile		100	6	0	2	16	0
Member		IProjectile	IsExpired : bool	100	1		0	1	0
Member	, 0,	IProjectile	IsExpired.get(): bool	100	1		0	1	0
Member	·	IProjectile	Instance : int	100	1		0	2	0
Member		IProjectile	Instance.get(): int	100	1		0	1	0
Member		IProjectile	IsHostile : bool	100	1		0	2	0
Member	r LoZGame (Debug) LoZClone	IProjectile	IsHostile.get(): bool	100	1		0	1	0
Member		IProjectile	location : Vector2	100	1		1	2	0
Member	r LoZGame (Debug) LoZClone	IProjectile	location.get(): Vector2	100	1		1	1	0
Member	, ,,	IProjectile	Update() : void	100	1		0	2	0
Membe	r 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
Туре	LoZGame (Debug) LoZClone	ISpikeCrossState	(4)	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
				100	1		0	2	0
Member	LoZGame (Debug) LoZClone	ISpikeCrossState	stop():void		<del>-</del>		0	2	0
Member	LoZGame (Debug) LoZClone	ISpikeCrossState	Update(): void	100	1		-		0
Member	LoZGame (Debug) LoZClone	ISpikeCrossState	Draw(SpriteBatch) : void	100	1	_	1	2	· ·
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 <iitemsprite></iitemsprite>	100	0		2	1	0
Member	LoZGame (Debug) LoZClone	ItemManager	currentItem : IItemSprite	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		<del>-</del>		0	1	1
ivieiiibei									
Typo		=	currentinuex.set(int) : void	96 96	1	1			90
Type	LoZGame (Debug) LoZClone	ItemSpriteFactory		86	47	1	43	258	88
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	ItemSpriteFactory ItemSpriteFactory	itemSpriteSheet : Texture2D	86 100	47 0	1	43 1	258 1	0
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory	itemSpriteSheet : Texture2D fireSpriteSheet : Texture2D	86 100 100	47 0 0	1	43 1 1	258 1 1	0
Member Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory	itemSpriteSheet : Texture2D fireSpriteSheet : Texture2D dRAW_SCALE : int	86 100 100 93	47 0 0 0	1	43 1 1 0	258 1 1 1	0 0 1
Member Member Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory	itemSpriteSheet : Texture2D fireSpriteSheet : Texture2D dRAW_SCALE : int InstanceValue : ItemSpriteFactory	86 100 100 93 93	47 0 0 0 0	1	43 1 1 0	258 1 1 1 1	0 0 1 1
Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory	itemSpriteSheet : Texture2D fireSpriteSheet : Texture2D dRAW_SCALE : int InstanceValue : ItemSpriteFactory Instance : ItemSpriteFactory	86 100 100 93 93 100	47 0 0 0 0 0	1	43 1 1 0 0	258 1 1 1 1 2	0 0 1 1 2
Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory	86 100 100 93 93 100	47 0 0 0 0 0 2 1	1	43 1 1 0 0 0	258 1 1 1 1 2 1	0 0 1 1 2
Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int	86 100 100 93 93 100 100	47 0 0 0 0 0 2 1 2	1	43 1 1 0 0 0 0	258 1 1 1 1 2 1 2	0 0 1 1 2 1 2
Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory	86 100 100 93 93 100 100	47 0 0 0 0 0 2 1 2	1	43 1 1 0 0 0	258 1 1 1 1 2 1 2 1	0 0 1 1 2 1 2
Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int	86 100 100 93 93 100 100	47 0 0 0 0 0 2 1 2	1	43 1 1 0 0 0 0	258 1 1 1 1 2 1 2	0 0 1 1 2 1 2
Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int	86 100 100 93 93 100 100	47 0 0 0 0 0 2 1 2	1	43 1 1 0 0 0 0 0	258 1 1 1 1 2 1 2 1	0 0 1 1 2 1 2
Member Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet : Texture2D fireSpriteSheet : Texture2D dRAW_SCALE : int InstanceValue : ItemSpriteFactory Instance : ItemSpriteFactory Instance,get() : ItemSpriteFactory Scale : int Scale.get() : int SpriteSheet : Texture2D	86 100 100 93 93 100 100 100	47 0 0 0 0 2 1 2 1 2	1	43 1 1 0 0 0 0 0 0 0	258 1 1 1 1 2 1 2 1 2	0 0 1 1 2 1 2 1 2
Member Member Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet.get(): Texture2D	86 100 100 93 93 100 100 100 100	47 0 0 0 0 2 1 2 1 2	1	43 1 1 0 0 0 0 0 0 0 0	258 1 1 1 1 2 1 2 1 2 1	0 0 1 1 2 1 2 1 2
Member Member Member Member Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet:get(): Texture2D ItemSpriteFactory()	86 100 100 93 93 100 100 100 100 100	47 0 0 0 0 2 1 2 1 2 1	1	43 1 1 0 0 0 0 0 0 0 0 0	258 1 1 1 1 2 1 2 1 2 1 3	0 0 1 1 2 1 2 1 2 1
Member Member Member Member Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet.get(): Texture2D ItemSpriteFactory() LoadAllTextures(ContentManager): vo	86 100 100 93 93 100 100 100 100 100 100	47 0 0 0 0 2 1 2 1 2 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 2 1 2 1 2 1 2 1 3 6	0 0 1 1 2 1 2 1 2 1 2
Member Member Member Member Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet.get(): Texture2D ItemSpriteFactory() LoadAlITextures(ContentManager): vo getAll(int, int): List<  ItemSprite>	86 100 100 93 93 100 100 100 100 100 100 100	47 0 0 0 0 2 1 2 1 2 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 2 1 2 1 2 1 2 1 3 6	0 0 1 1 2 1 2 1 2 1 2 1 2 1 2 2 1 2 4 0 2
Member Member Member Member Member Member Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance: ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet: Get(): Texture2D ItemSpriteFactory() LoadAllTextures(ContentManager): vo getAll(int, int): List <iltemsprite fairy(vector2,="" health(vector2,="" iltemsprite="" iltemsprite<="" int):="" td=""><td>86 100 100 93 93 100 100 100 100 100 100 100 42 42 92</td><td>47 0 0 0 0 2 1 2 1 2 1 1 1 1</td><td>1</td><td>43 1 1 0 0 0 0 0 0 0 1 1 0 2</td><td>258 1 1 1 1 2 1 2 1 2 1 3 6 44 5</td><td>0 0 1 1 2 1 2 1 2 1 2 1 0 2 40</td></iltemsprite>	86 100 100 93 93 100 100 100 100 100 100 100 42 42 92	47 0 0 0 0 2 1 2 1 2 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 2 1 2 1 2 1 3 6 44 5	0 0 1 1 2 1 2 1 2 1 2 1 0 2 40
Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet: Texture2D ItemSpriteFactory() LoadAllTextures(ContentManager): vo getAll(int, int): List <iitemsprite fairy(vector2,="" health(vector2,="" iltemsprite="" iltemsprite<="" int):="" td="" triforce(vector2,=""><td>86 100 100 93 93 100 100 100 100 100 100 100 2 42 92 92 92</td><td>47 0 0 0 0 2 1 2 1 2 1 1 1 1</td><td>1</td><td>43 1 1 0 0 0 0 0 0 0 1 1 0 2</td><td>258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5</td><td>0 0 1 1 2 1 2 1 2 1 0 2 40 1</td></iitemsprite>	86 100 100 93 93 100 100 100 100 100 100 100 2 42 92 92 92	47 0 0 0 0 2 1 2 1 2 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5	0 0 1 1 2 1 2 1 2 1 0 2 40 1
Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet.get(): Texture2D ItemSpriteFactory() LoadAlITextures(ContentManager): vo getAll(int, int): List <iitemsprite health(vector2,="" iltemsprite="" iltemsprite<="" int):="" td="" triforce(vector2,="" yellowrupee(vector2,=""><td>86 100 100 93 93 100 100 100 100 100 100 100 200 202 202</td><td>47 0 0 0 0 2 1 2 1 1 1 1 1 1 1</td><td>1</td><td>43 1 1 0 0 0 0 0 0 0 1 1 0 2</td><td>258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5</td><td>0 0 1 1 2 1 2 1 0 2 40 1 1</td></iitemsprite>	86 100 100 93 93 100 100 100 100 100 100 100 200 202 202	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5	0 0 1 1 2 1 2 1 0 2 40 1 1
Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance: int Scale: int Scale: int SpriteSheet: Texture2D SpriteSheet: Texture2D ItemSpriteFactory() LoadAllTextures(ContentManager): vo getAll(int, int): List <iltemsprite fullheart(vector2,="" health(vector2,="" iltemsprite="" iltemsprite<="" int):="" td="" triforce(vector2,="" yellowrupee(vector2,=""><td>86 100 100 93 93 100 100 100 100 100 100 100 200 20 20 20 20 20 20 20 20 20 20 20</td><td>47 0 0 0 0 2 1 2 1 1 1 1 1</td><td>1</td><td>43 1 1 0 0 0 0 0 0 0 1 1 0 2</td><td>258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5</td><td>0 0 1 1 2 1 2 1 2 1 0 2 40 1 1</td></iltemsprite>	86 100 100 93 93 100 100 100 100 100 100 100 200 20 20 20 20 20 20 20 20 20 20 20	47 0 0 0 0 2 1 2 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5	0 0 1 1 2 1 2 1 2 1 0 2 40 1 1
Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance: ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet: Texture2D ItemSpriteFactory() LoadAllTextures(ContentManager): vo getAll(int, int): List-IltemSprite Fairy(Vector2, int): IltemSprite Health(Vector2, int): IltemSprite Triforce(Vector2, int): IltemSprite YellowRupee(Vector2, int): IltemSprite FullHeart(Vector2, int): IltemSprite HalfHeart(Vector2, int): IltemSprite	86 100 100 93 93 100 100 100 100 100 100 100 200 20 20 20 20 20 20 20 20 20 20 20	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5	0 0 1 1 2 1 2 1 2 1 0 2 40 1 1 1
Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet: Texture2D ItemSpriteFactory() LoadAllTextures(ContentManager): vo getAll(int, int): List-IltemSprite> Fairy(Vector2, int): IltemSprite Health(Vector2, int): IltemSprite YellowRupee(Vector2, int): IltemSprite FullHeart(Vector2, int): IltemSprite HalfHeart(Vector2, int): IltemSprite HalfHeart(Vector2, int): IltemSprite	86 100 100 93 93 100 100 100 100 100 100 200 100 200 200	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5	0 0 1 1 2 1 2 1 2 1 0 2 40 1 1 1 1 1
Member	LoZGame (Debug)         LoZClone           LoZGame (Debug)         LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet: Texture2D ItemSpriteFactory() LoadAllTextures(ContentManager): vo getAll(int, int): List <iitemsprite fairy(vector2,="" fullheart(vector2,="" halfheart(vector2,="" health(vector2,="" heart(vector2,="" iltemsprite="" int):="" intemsp<="" intemsprite="" td="" triforce(vector2,="" yellowrupee(vector2,=""><td>86 100 100 93 93 100 100 100 100 100 100 100 200 20 20 20 20 20 20 20 20 20 20 20</td><td>47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1</td><td>1</td><td>43 1 1 0 0 0 0 0 0 0 1 1 0 2</td><td>258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5</td><td>0 0 1 1 2 1 2 1 0 2 40 1 1 1 1 1 1</td></iitemsprite>	86 100 100 93 93 100 100 100 100 100 100 100 200 20 20 20 20 20 20 20 20 20 20 20	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5	0 0 1 1 2 1 2 1 0 2 40 1 1 1 1 1 1
Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance: itemSpriteFactory Instance: itemSpriteFactory Scale: int Scale.get(): itemSpriteFactory Scale: int SpriteSheet: Texture2D SpriteSheet: Texture2D ItemSpriteFactory() LoadAlITextures(ContentManager): vo getAll(int, int): List <iltemsprite emptyheart(vector2,="" fairy(vector2,="" fullheart(vector2,="" halfheart(vector2,="" health(vector2,="" heartcontainer(vector2,="" iltemsprite="" iltemsprite<="" int):="" td="" yellowrupee(vector2,=""><td>86 100 100 93 93 100 100 100 100 100 100 200 20 20 20 20 20 20 20 20 20 20 20</td><td>47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1</td><td>1</td><td>43 1 1 0 0 0 0 0 0 0 1 1 0 2</td><td>258 1 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5</td><td>0 0 1 1 2 1 2 1 0 2 40 1 1 1 1 1 1</td></iltemsprite>	86 100 100 93 93 100 100 100 100 100 100 200 20 20 20 20 20 20 20 20 20 20 20	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5	0 0 1 1 2 1 2 1 0 2 40 1 1 1 1 1 1
Member	LoZGame (Debug) LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance: ItemSpriteFactory Instance: ItemSpriteFactory Scale: int Scale.get(): itemSpriteFactory Scale: int SpriteSheet: Texture2D SpriteSheet: Texture2D ItemSpriteFactory() LoadAllTextures(ContentManager): vo getAll(int, int): List-IltemSprite> Fairy(Vector2, int): IltemSprite Health(Vector2, int): IltemSprite Triforce(Vector2, int): IltemSprite FullMeart(Vector2, int): IltemSprite FullHeart(Vector2, int): IltemSprite HalfHeart(Vector2, int): IltemSprite HeartContainer(Vector2, int): IltemSprite HeartContainer(Vector2, int): IltemSprite Rupee(Vector2, int): IltemSprite Rupee(Vector2, int): IltemSprite	86 100 100 93 93 100 100 100 100 100 100 100 200 20 20 20 20 20 20 20 20 20 20 20	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	0 0 1 1 2 1 2 1 2 1 0 2 40 1 1 1 1 1 1
Member	LoZGame (Debug)         LoZClone           LoZGame (Debug)         LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance: ItemSpriteFactory Instance: ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet: Texture2D ItemSpriteFactory() LoadAllTextures(ContentManager): vo getAll(int, int): List-IltemSprite Fairy(Vector2, int): IltemSprite Health(Vector2, int): IltemSprite Triforce(Vector2, int): IltemSprite YellowRupee(Vector2, int): IltemSprite HalfHeart(Vector2, int): IltemSprite HalfHeart(Vector2, int): IltemSprite HeartContainer(Vector2, int): IltemSprite HeartContainer(Vector2, int): IltemSprite HeartContainer(Vector2, int): IltemSprite Rupee(Vector2, int): IltemSprite Rupee(Vector2, int): IltemSprite Rupee(Vector2, int): IltemSprite Rupee(Vector2, int): IltemSprite LifePotion(Vector2, int): IltemSprite	86 100 100 93 93 100 100 100 100 100 100 100 200 20 20 20 20 20 20 20 20 20 20 20	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	0 0 1 1 2 1 2 1 0 2 40 1 1 1 1 1 1 1
Member	LoZGame (Debug)         LoZClone           LoZGame (Debug)         LoZClone	ItemSpriteFactory	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory ItemSpriteFactory() Instance: ItemSpriteFactory() Instance: ItemSpriteFactory() Instance: ItemSpriteFairy(Vector2, int): ItemSpriteFairy(Vector2, int): ItemSpriteFairy(Vector2, int): ItemSpriteFairy(Vector2, int): ItemSpriteFailHeart(Vector2, int): ItemSpriteFailHeart(Vector2, int): ItemSpriteFair(Vector2, int): ItemSpriteFair(Vector2, int): ItemSpriteFair(Vector2, int): ItemSpriteFaireFair(Vector2, int): ItemSpriteFaireFaireFaireFaireFaireFaireFaireFair	86 100 100 93 93 100 100 100 100 100 100 100 200 200 200	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	0 0 1 1 2 1 2 1 0 2 40 1 1 1 1 1 1 1 1
Member	LoZGame (Debug)         LoZClone           LoZGame (Debug)         LoZClone	ItemSpriteFactory ItemSpriteFa	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet.get(): Texture2D ItemSpriteFactory() LoadAlITextures(ContentManager): vo getAll(int, int): List <iltemsprite fairy(vector2,="" fullheart(vector2,="" halfheart(vector2,="" health(vector2,="" heartcontainer(vector2,="" iltemsprite="" iltemsprite<="" int):="" lifepotion(vector2,="" rupee(vector2,="" secondpotion(vector2,="" td="" yellowrupee(vector2,=""><td>86 100 100 100 93 93 100 100 100 100 100 100 100 82 42 92 92 92 92 92 92 92 92 92 92 92 92 92</td><td>47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1</td><td>1</td><td>43 1 1 0 0 0 0 0 0 0 1 1 0 2</td><td>258 1 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5</td><td>0 0 1 1 2 1 2 1 2 1 0 2 40 1 1 1 1 1 1 1 1 1</td></iltemsprite>	86 100 100 100 93 93 100 100 100 100 100 100 100 82 42 92 92 92 92 92 92 92 92 92 92 92 92 92	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	0 0 1 1 2 1 2 1 2 1 0 2 40 1 1 1 1 1 1 1 1 1
Member	LoZGame (Debug)         LoZClone           LoZGame (Debug)         LoZClone	ItemSpriteFactory ItemSpriteFa	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance: ItemSpriteFactory Instance: ItemSpriteFactory Scale: int Scale.get(): itemSpriteFactory Scale: int SpriteSheet: Texture2D SpriteSheet: Texture2D ItemSpriteFactory() LoadAllTextures(ContentManager): vo getAll(int, int): List <iltemsprite emptyheart(vector2,="" fairy(vector2,="" fullheart(vector2,="" health(vector2,="" heartcontainer(vector2,="" iltemsprite="" iltemsprite<="" int):="" letter(vector2,="" lifepotion(vector2,="" map(vector2,="" rupee(vector2,="" secondpotion(vector2,="" td="" triforce(vector2,=""><td>86 100 100 100 93 93 100 100 100 100 100 100 100 200 242 92 92 92 92 92 92 92 92 92 92 92 92 92</td><td>47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1</td><td>1</td><td>43 1 1 0 0 0 0 0 0 0 1 1 0 2</td><td>258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5</td><td>0 0 1 1 2 1 2 1 2 1 0 2 40 1 1 1 1 1 1 1 1</td></iltemsprite>	86 100 100 100 93 93 100 100 100 100 100 100 100 200 242 92 92 92 92 92 92 92 92 92 92 92 92 92	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	0 0 1 1 2 1 2 1 2 1 0 2 40 1 1 1 1 1 1 1 1
Member	LoZGame (Debug)         LoZClone           LoZGame (Debug)         LoZClone	ItemSpriteFactory ItemSpriteFa	itemSpriteSheet: Texture2D fireSpriteSheet: Texture2D dRAW_SCALE: int InstanceValue: ItemSpriteFactory Instance: ItemSpriteFactory Instance.get(): ItemSpriteFactory Scale: int Scale.get(): int SpriteSheet: Texture2D SpriteSheet.get(): Texture2D ItemSpriteFactory() LoadAlITextures(ContentManager): vo getAll(int, int): List <iltemsprite fairy(vector2,="" fullheart(vector2,="" halfheart(vector2,="" health(vector2,="" heartcontainer(vector2,="" iltemsprite="" iltemsprite<="" int):="" lifepotion(vector2,="" rupee(vector2,="" secondpotion(vector2,="" td="" yellowrupee(vector2,=""><td>86 100 100 100 93 93 100 100 100 100 100 100 100 82 42 92 92 92 92 92 92 92 92 92 92 92 92 92</td><td>47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1</td><td>1</td><td>43 1 1 0 0 0 0 0 0 0 1 1 0 2</td><td>258 1 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5</td><td>0 0 1 1 2 1 2 1 2 1 0 2 40 1 1 1 1 1 1 1 1 1</td></iltemsprite>	86 100 100 100 93 93 100 100 100 100 100 100 100 82 42 92 92 92 92 92 92 92 92 92 92 92 92 92	47 0 0 0 0 2 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1	1	43 1 1 0 0 0 0 0 0 0 1 1 0 2	258 1 1 1 1 1 2 1 2 1 2 1 3 6 44 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	0 0 1 1 2 1 2 1 2 1 0 2 40 1 1 1 1 1 1 1 1 1

Member	LoZGame (Debug)	LoZClone	ItemSpriteFactory	WoodenSword(Vector2, int) : IItemSpri	92	1		4	5	1
Member	LoZGame (Debug)		ItemSpriteFactory	WhiteSword(Vector2, int) : IItemSprite	92	1		4	5	1
Member	LoZGame (Debug)		ItemSpriteFactory	MagicSword(Vector2, int) : IItemSprite	92	1		4	5	1
Member	LoZGame (Debug)		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	0
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	0
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	33
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	1		2	10	1
Member	LoZGame (Debug)		Keese	CurrentState : IKeeseState	98	2		1	7	2
Member	LoZGame (Debug)	LoZClone	Keese	CurrentState.get(): IKeeseState	100	1		1	1	1
Member			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)		Keese	Health.get(): int	100	1		0	1	1
Member	LoZGame (Debug)		Keese	Health.set(int) : void	96	1		0	1	1
Type	LoZGame (Debug)		Keese.direction		100	1	1	0	2	0
Member	LoZGame (Debug)		Keese.direction	Up : Keese.direction	100	0		0	1	0
Member			Keese.direction	Down : Keese.direction	100	0		0	1	0
Member	, ,,		Keese.direction	Left : Keese.direction	100	0		0	1	0
Member	, ,,		Keese.direction	Right : Keese.direction	100	0		0	1	0
Member			Keese.direction	UpLeft : Keese.direction	100	0		0	1	0
Member	LoZGame (Debug)		Keese.direction	UpRight : Keese.direction	100	0		0	1	0
Member	LoZGame (Debug)		Keese.direction	DownLeft : Keese.direction	100	0		0	1	0
Member			Keese.direction	DownRight : Keese.direction	100	0		0	1	0
Type	LoZGame (Debug)		KeeseSprite		72	5	1	8	45	20
Member	LoZGame (Debug)		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	7	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	120	43
Member	LoZGame (Debug) LoZClone	KeyboardController	allCommands : CommandLoader	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	KeyboardController	dict : Dictionary <keys, icommand=""></keys,>	100	0		3	1	0
Member	LoZGame (Debug) LoZClone	KeyboardController	playerCommands : List <keyvaluepair<i< td=""><td>100</td><td>0</td><td></td><td>4</td><td>1</td><td>0</td></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	27	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	56	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 1		3	5 6	1 2
Member	LoZGame (Debug) LoZClone	LeftMovingDodongoState	Update(): void	80	<del>-</del>		3		=
Member	LoZGame (Debug) LoZClone	LeftMovingDodongoState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug) LoZClone	LeftMovingDragonState		88	10	1	12	56	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 5	1
Member	LoZGame (Debug) LoZClone	LeftMovingDragonState	attack() : void	92	1			5 9	1
Member	LoZGame (Debug) LoZClone	LeftMovingDragonState	takeDamage() : void	78	2		2	•	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	gol . Col	88	10	1	12	56	12
Member Member	LoZGame (Debug) LoZClone	LeftMovingGelState LeftMovingGelState	gel : Gel	100 100	0 0		1 1	1 1	0
wember	LoZGame (Debug) LoZClone	reitiviovingdeistate	sprite : IGelSprite	100	U		1	1	U

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	(4)	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	(4)	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
Туре	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	5.5W(Spritebaterry . Volu	88	10	1	12	56	12
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Member	LoZGame (Debug)	Lo7Clone	LeftMovingStalfosState	stalfos : Stalfos	100	0		1	1	0
Member	LoZGame (Debug)		LeftMovingStalfosState	sprite : IStalfosSprite	100	0		1	1	0
Member	LoZGame (Debug)		LeftMovingStalfosState	LeftMovingStalfosState(Stalfos)	83	1		4	6	2
Member	LoZGame (Debug)		LeftMovingStalfosState	moveLeft() : void	100	1		0	5	0
Member			LeftMovingStalfosState	moveRight(): void	92	1		3	5	1
Member	LoZGame (Debug)		LeftMovingStalfosState	moveUp(): void	92	1		3	5	1
Member	LoZGame (Debug)		LeftMovingStalfosState	moveDown() : void	92	1		3	5	1
Member			LeftMovingStalfosState		78	2		2	9	3
	LoZGame (Debug) LoZGame (Debug)		LeftMovingStalfosState	takeDamage() : void die() : void	92	1		3	5	1
Member			-		80	1		3	6	2
Member			LeftMovingStalfosState	Update(): void	80 90	1		3 5	5 5	1
Member			LeftMovingStalfosState	Draw(SpriteBatch) : void	90 88	10		12	5 56	12
Type	LoZGame (Debug)		LeftMovingWallMasterState			0	1			
Member			LeftMovingWallMasterState	wallMaster : WallMaster	100	0		1	1 1	0
Member	LoZGame (Debug)		LeftMovingWallMasterState	sprite : IWallMasterSprite	100			1	<del>-</del>	0
Member	LoZGame (Debug)		LeftMovingWallMasterState	LeftMovingWallMasterState(WallMast	83	1		4	6	2
Member	LoZGame (Debug)		LeftMovingWallMasterState	moveLeft() : void	100	1		0	5	0
Member	LoZGame (Debug)		LeftMovingWallMasterState	moveRight() : void	92	1		3	5	1
Member	LoZGame (Debug)		LeftMovingWallMasterState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)		LeftMovingWallMasterState	moveDown() : void	92	1		3	5	1
Member	LoZGame (Debug)		LeftMovingWallMasterState	takeDamage() : void	78	2		2	9	3
Member	LoZGame (Debug)		LeftMovingWallMasterState	die() : void	92	1		3	5	1
Member	LoZGame (Debug)		LeftMovingWallMasterState	Update(): void	80	1		3	6	2
Member	, ,,		LeftMovingWallMasterState	Draw(SpriteBatch) : void	90	1		5	5	1
Type	LoZGame (Debug)		LeftMovingZolState		88	10	1	12	56	12
Member	LoZGame (Debug)		LeftMovingZolState	zol : Zol	100	0		1	1	0
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	sprite : IZolSprite	100	0		1	1	0
Member	LoZGame (Debug)		LeftMovingZolState	LeftMovingZolState(Zol)	83	1		4	6	2
Member	LoZGame (Debug)	LoZClone	LeftMovingZolState	moveLeft(): void	100	1		0	5	0
Member	, ,,		LeftMovingZolState	moveRight(): void	92	1		3	5	1
Member	LoZGame (Debug)		LeftMovingZolState	moveUp() : void	92	1		3	5	1
Member	LoZGame (Debug)		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	10
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			LifePotion		80	6	1	7	35	10
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	60
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)		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	1
Member	LoZGame (Debug) LoZClone	Link Link	damageCounter : int	100 98	2	0	6	2
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	Link	DamageCounter : int 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 8	1
Member	LoZGame (Debug) LoZClone	Link Link	Update(): void	89 100	1	1 1	8 5	1
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	LinkAttackDownSprite	Draw() : void	64	6	1 8	87	35
Type Member	LoZGame (Debug) LoZClone	LinkAttackDownSprite	linkSprite : Texture2D	100	0	1 6	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	linkSpriteWidth: 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, Spri	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
Туре	LoZGame (Debug) LoZClone	LinkAttackLeftSprite	Braw(SpriteBateri, Vector2, color): voi	64	6	1	8	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
Туре	LoZGame (Debug) LoZClone	LinkAttackRightSprite	Stan(Spinesatell, Vectors, Color) : Vol	64	6	1	8	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
Туре	LoZGame (Debug) LoZClone	LinkAttackUpSprite	(4)	64	6	1	8	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
	(Desail) Loreione			30	3		-	±	-

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		72	5	1	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		75	3	1	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		75	3	1	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		75	3	1	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 71	0 1		0 2	1 9	1 5
Member	LoZGame (Debug) LoZClone	LinkIdleRightSprite	LinkIdleRightSprite(Texture2D, SpriteSi		=		<del>-</del>	4	
Member	LoZGame (Debug) LoZClone	LinkIdleRightSprite	Update(): void	100	1 1		0	·	0 7
Member	LoZGame (Debug) LoZClone	LinkIdleRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	3		6 8	13 36	13
Type	LoZGame (Debug) LoZClone	LinkIdleUpSprite	and to Chart Tartura 2D	75	0	1	8 1	36 1	0
Member	LoZGame (Debug) LoZClone	LinkIdleUpSprite	spriteSheet: Texture2D	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkIdleUpSprite	spriteSheetRows : int	100	0		0	1	0
Member Member	LoZGame (Debug) LoZClone	LinkIdleUpSprite	spriteSheetColumns : int spriteSheetWidth : int	100 100	0		0	1	0
	LoZGame (Debug) LoZClone	LinkIdleUpSprite	·				-	<del>-</del>	
Member	LoZGame (Debug) LoZClone	LinkIdleUpSprite	spriteSheetHeight : int	100 93	0		0	1	0 1
Member	LoZGame (Debug) LoZClone	LinkIdleUpSprite	currentFrame : int	93 71	0 1		2	9	1 5
Member	LoZGame (Debug) LoZClone	LinkIdleUpSprite	LinkIdleUpSprite(Texture2D, SpriteShe		=		=		
Member	LoZGame (Debug) LoZClone	LinkIdleUpSprite	Update(): void	100	1		0	4	0
Member	LoZGame (Debug) LoZClone	LinkIdleUpSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1	4	6	13	7
Type	LoZGame (Debug) LoZClone	LinkMoveDownSprite	and the Character Teachers 22	72	5	1	8	49	20
Member	LoZGame (Debug) LoZClone	LinkMoveDownSprite	spriteSheet : Texture2D	100	0		1 0	1	0
Member	LoZGame (Debug) LoZClone	LinkMoveDownSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkMoveDownSprite	spriteSheetColumns : int	100	U		U	1	U

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	8	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, SpriteS	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	8	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, Sprite	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
Туре	LoZGame (Debug) LoZClone	LinkMoveUpSprite		72	5	1	8	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, SpriteSh	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	and the Character Teachers 2D	75	3	1	8	36	13 0
Member	LoZGame (Debug) LoZClone	LinkPickupItemSprite	spriteSheet : Texture2D	100			1	1	
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 1	0
Member	LoZGame (Debug) LoZClone	LinkPickupItemSprite	spriteSheetHeight : int	100	0		0		0
Member	LoZGame (Debug) LoZClone	LinkPickupItemSprite	currentFrame : int	93 71	1		2	1 9	5
Member Member	LoZGame (Debug) LoZClone	LinkPickupItemSprite	LinkPickupItemSprite(Texture2D, Sprite	100	1		0	4	0
	LoZGame (Debug) LoZClone	LinkPickupItemSprite	Update(): void					•	7
Member	LoZGame (Debug) LoZClone	LinkPickupItemSprite	Draw(SpriteBatch, Vector2, Color) : voi	64 63	1 82	1	6 21	13 615	190
Type	LoZGame (Debug) LoZClone	LinkSpriteFactory	link/Midth - int		82 0	1	0		
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	linkWidth: int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	linkHeight : int	93 93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	itemWidth: int	93 93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	itemHeight : int	93 100	0		-	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkUpTexture : Texture2D	100 84	0		1	1	0 1
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	LinkSpriteFactory LinkSpriteFactory	greenLinkUpData : SpriteSheetData blueLinkUpTexture : Texture2D	100	0		1	1	0
MEILINE	rozdanie (penak) rozdiolie	Ellikophitel actory	DideLinkopiestale. Textulezo	100	U		1	1	U

Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkUpData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkUpTexture: Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkUpData: SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkDownTexture: Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkDownData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkDownTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkDownData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkDownTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkDownData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkLeftData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkLeftData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkLeftData : SpriteSheetData	84	0	1	1	1
			· ·	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkRightTexture: Texture2D	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkRightData : SpriteSheetData		0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkRightTexture : Texture2D	100	0	<del>=</del>	=	
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkRightData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkRightTexture : Texture2D	100	0	1	1	
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkRightData : SpriteSheetData	84		1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkDieTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkDieData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkDieTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkDieData: SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkDieTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkDieData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkPickupTexture: Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenLinkPickupData: SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkPickupTexture: Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueLinkPickupData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkPickupTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redLinkPickupData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenWoodDownTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenWoodDownData: SpriteSheetDa	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenWoodLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenWoodLeftData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenWoodRightTexture: Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenWoodRightData : SpriteSheetDat	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenWoodUpTexture: Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	greenWoodUpData: SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueWoodDownTexture: Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueWoodDownData: SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueWoodLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueWoodLeftData: SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueWoodRightTexture: Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueWoodRightData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueWoodUpTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	blueWoodUpData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redWoodDownTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redWoodDownData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redWoodLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redWoodLeftData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redWoodRightTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redWoodRightData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redWoodUpTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	redWoodUpData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	wandDownTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	wandDownData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	wandLeftTexture : Texture2D	100	0	1	1	0
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	wandLeftData : SpriteSheetData	84	0	1	1	1
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	wandRightTexture : Texture2D	100	0	1	1	0
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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: SpriteSheetDa	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: SpriteSheetDat	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): vo	39	1	3	64	46
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleUp(string) : LinkIdle	70	3	3	16	5
Mombor								
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleDown(string) : Link	70	3	3	16	5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId	70	3	3	16	5
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	LinkSpriteFactory LinkSpriteFactory	CreateSpriteLinkIdleLeft(string) : LinkId CreateSpriteLinkIdleRight(string) : LinkI	70 70	3 3	3 3	16 16	5 5
Member Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI	70 70 70	3 3 3	3 3 3	16 16 16	5 5 5
Member Member Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Li	70 70 70 70	3 3 3 3	3 3 3 3	16 16 16 16	5 5 5 5
Member Member Member Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Li CreateSpriteLinkMoveLeft(string): Link	70 70 70 70 70	3 3 3 3	3 3 3 3 3	16 16 16 16 16	5 5 5 5 5
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Member Member Member Member Member Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Li CreateSpriteLinkMoveLeft(string): Link CreateSpriteLinkMoveRight(string): Lir CreateSpriteLinkAttackUp(string, string	70 70 70 70 70 70 52	3 3 3 3 3 3 9	3 3 3 3 3 3 3	16 16 16 16 16 16 51	5 5 5 5 5 5 17
Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveLeft(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkAttackUp(string, stringI CreateSpriteLinkAttackUp(string)): LinkI CreateSpriteLinkAttackUp(string): LinkI CreateSpriteLinkAttackUp(string): LinkI CreateSpriteLinkAttackUp(string): LinkI CreateSpriteLinkI CreateS	70 70 70 70 70 70 52 52	3 3 3 3 3 3 9 9	3 3 3 3 3 3 3 3	16 16 16 16 16 16 51	5 5 5 5 5 5 17 17
Member Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): LinkI CreateSpriteLinkMoveLeft(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkAttackUp(string, stringI CreateSpriteLinkAttackUp(string, stringI CreateSpriteLinkAttackLeft(string, stringI CreateSpriteLinkAttackLeft(string)I CreateSpriteLinkAttackLeft(str	70 70 70 70 70 70 52 52 52	3 3 3 3 3 3 9 9	3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 51 51	5 5 5 5 5 5 17 17
Member Member Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Li CreateSpriteLinkMoveLeft(string): Link CreateSpriteLinkMoveRight(string): Lir CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string); string CreateSpriteLinkAttackRight(string, string); string Cr	70 70 70 70 70 70 70 52 52 52 52	3 3 3 3 3 3 9 9	3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 51 51 51	5 5 5 5 5 5 17 17 17
Member Member Member Member Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Li CreateSpriteLinkMoveLeft(string): Link CreateSpriteLinkMoveRight(string): Lir CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackRight(string, string CreateSpriteLinkPickupItem(string): Lii	70 70 70 70 70 70 52 52 52 52 52 70	3 3 3 3 3 9 9 9	3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 51 51 51 51	5 5 5 5 5 5 17 17 17 17
Member Member Member Member Member Member Member Member Member Member Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): LinkI CreateSpriteLinkMoveleft(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkMtackUp(string, stringI CreateSpriteLinkAttackDown(string, stringI CreateSpriteLinkAttackLeft(string): stringI CreateSpriteLinkAttackLeft(string, stringI CreateSpriteLinkAttackRight(string, stringI CreateSpriteLinkAttackRight(string): LinuT CreateSpriteLinkPickupItem(string): LinuT CreateSpriteLinkUseItemUp(string): LinuT CreateSpriteLinkUseItemUp(stri	70 70 70 70 70 70 52 52 52 52 70	3 3 3 3 3 9 9 9	3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 51 51 51 51 16	5 5 5 5 5 5 17 17 17 17 17 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkAttackUp(string, stringI CreateSpriteLinkAttackUp(string, strinkI CreateSpriteLinkAttackLeft(string, strinkI CreateSpriteLinkAttackRight(string, strinkI CreateSpriteLinkAttackRight(string, strinkI CreateSpriteLinkAttackRight(string): LinkI CreateSpriteLinkUseItemUp(string): LinkI CreateSpriteLinkUseItemUp(string): LinkI CreateSpriteLinkUseItemDown(string)	70 70 70 70 70 70 52 52 52 52 70 70	3 3 3 3 3 9 9 9 9 9	3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 51 51 51 51 51 16	5 5 5 5 5 17 17 17 17 17 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkIdNoveUp(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkAttackUp(string, stringI CreateSpriteLinkAttackUp(string, stringI CreateSpriteLinkAttackUp(string, stringI CreateSpriteLinkAttackEft(string, stringI CreateSpriteLinkAttackEft(string, stringI CreateSpriteLinkAttackIng): LingI CreateSpriteLinkI CreateMup(string): LingI CreateSpriteLinkUseItemUp(string): LingI Cre	70 70 70 70 70 70 70 52 52 52 52 70 70 70	3 3 3 3 3 9 9 9 9 9 3 3 3 3	3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 51 51 51 51 6 16	5 5 5 5 5 5 17 17 17 17 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Li CreateSpriteLinkMoveLeft(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackDown(string, strink CreateSpriteLinkAttackLeft(string, strink CreateSpriteLinkAttackLeft(string, strink CreateSpriteLinkAttackLeft(string): Link CreateSpriteLinkDestemUp(string): Link CreateSpriteLinkUseItemUp(string): Link CreateSpriteLinkUseItemUp(string): Link CreateSpriteLinkUseItemUeft(string): Link CreateSpriteLinkUseItemUeft(string): Link CreateSpriteLinkUseItemUeft(string): Link CreateSpriteLinkUseItemUeft(string): Link CreateSpriteLinkUseItemUeft(string): Link CreateSpriteLinkUseItemUeft(string): Link CreateSpriteLinkUseItemIeft(string): Link CreateSpriteLinkUseItemIeft(string): Link CreateSpriteLinkUseItemIeft(string): Link CreateSpriteLinkUseItemIeft(string): Link CreateSpriteLinkUseItemRight(string): Link CreateSpriteLink	70 70 70 70 70 70 52 52 52 52 70 70 70	3 3 3 3 3 9 9 9 9 9 3 3 3 3	3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 51 51 51 16 16 16 16	5 5 5 5 5 5 17 17 17 17 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkIdNoveUp(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkAttackUp(string, stringI CreateSpriteLinkAttackUp(string, stringI CreateSpriteLinkAttackUp(string, stringI CreateSpriteLinkAttackEft(string, stringI CreateSpriteLinkAttackEft(string, stringI CreateSpriteLinkAttackIng): LingI CreateSpriteLinkI CreateMup(string): LingI CreateSpriteLinkUseItemUp(string): LingI Cre	70 70 70 70 70 70 52 52 52 52 70 70 70 70	3 3 3 3 3 9 9 9 9 9 3 3 3 3 3	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 16 51 51 51 16 16 16 16	5 5 5 5 5 5 17 17 17 17 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseItemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): LinkI CreateSpriteLinkMoveleft(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkMtackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackLeft(string, strinkI CreateSpriteLinkAttackRight(string, strinkI CreateSpriteLinkAttackRight(string, strinkI CreateSpriteLinkI CreateSprit	70 70 70 70 70 70 52 52 52 52 52 70 70 70 70 70 70	3 3 3 3 3 3 9 9 9 9 9 3 3 3 3 3	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 16 51 51 51 51 16 16 16 16 16 16 16	5 5 5 5 5 5 17 17 17 17 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseItemDownSprite LinkUseItemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackEf(string, strink CreateSpriteLinkAttackEf(string, strink CreateSpriteLinkAttackEf(string): Link CreateSpriteLinkEf(string): Link CreateSpriteLinkUp(string): Link CreateSpriteLink CreateSpriteLinkUp(string): Link CreateSpriteLink Crea	70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 70 70 70 70 70 70 70	3 3 3 3 3 9 9 9 9 9 3 3 3 3 3 3	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 51 51 51 51 16 16 16 16 16 16 16 16 16 16 16 16 16	5 5 5 5 5 5 17 17 17 17 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseItemDownSprite LinkUseItemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkMoveRight(string): LinkI CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackDown(string, string CreateSpriteLinkAttackEft(string, string CreateSpriteLinkAttackRight(string): Ling CreateSpriteLinkBrickupItem(string): Ling CreateSpriteLinkUseItemUp(string): Ling CreateSpriteLinkUseItemUp(string): Ling CreateSpriteLinkUseItemDown(string): CreateSpriteLinkUseItemDown(string): CreateSpriteLinkUseItemDown(string): CreateSpriteLinkUseItemRight(string): CreateSpriteLinkUseItemRight(string): CreateSpriteLinkUseItemRight(string): SpriteSheet: Texture2D SpriteSheetRows: int	70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 70 70 70 70 70 70 70 70	3 3 3 3 3 9 9 9 9 9 3 3 3 3 3 3	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 16 51 51 51 16 16 16 16 16 16 16 16 16 16 16 16 16	5 5 5 5 5 5 17 17 17 17 5 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseItemDownSprite LinkUseItemDownSprite LinkUseItemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Li CreateSpriteLinkMoveLeft(string): Link CreateSpriteLinkMoveRight(string): Lir CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackDown(string, stri CreateSpriteLinkAttackDeft(string, stri CreateSpriteLinkAttackLeft(string, stri CreateSpriteLinkAttackLeft(string): Lin CreateSpriteLinkDeftckupItem(string): Lin CreateSpriteLinkUseItemUp(string): Lin CreateSpriteLinkUseItemDown(string) CreateSpriteLinkUseItemLeft(string): L CreateSpriteLinkUseItemLeft(string): L CreateSpriteLinkUseItemLeft(string): CreateSpriteLinkUseItemLeft(string): CreateSpriteLinkUseItemRight(string): CreateSprite	70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 70 100 100	3 3 3 3 3 9 9 9 9 9 3 3 3 3 3 3 3 3 9	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 17 51 51 51 16 16 16 16 16 16 16 16 16 16 16 16 16	5 5 5 5 5 5 17 17 17 17 5 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseltemDownSprite LinkUseltemDownSprite LinkUseltemDownSprite LinkUseltemDownSprite LinkUseltemDownSprite LinkUseltemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Li CreateSpriteLinkMoveLeft(string): Link CreateSpriteLinkMoveRight(string): Lin CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string): Lin CreateSpriteLinkUseItemUp(string): Lin CreateSpriteLinkUseItemUp(string): Lin CreateSpriteLinkUseItemDewn(string) CreateSpriteLinkUseItemElf(string): L CreateSpriteLinkUseItemElf(string): L CreateSpriteLinkUseItemRight(string): LinkUseItemUseRight(string): LinkUseItemLeft(string): LinkUseItemLef	70 70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 70 100 100 100	3 3 3 3 3 9 9 9 9 9 3 3 3 3 3 3 3 4 0 0	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 16 51 51 51 51 16 16 16 16 16 16 11 11 11	5 5 5 5 5 5 5 17 17 17 17 5 5 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseltemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Link CreateSpriteLinkMoveleft(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackDeft(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackRight(string, string CreateSpriteLinkUseltemUp(string): Ling CreateSpriteLinkUseltemUp(string): Ling CreateSpriteLinkUseltemEp(string): Ling CreateSpriteLinkUseltemEp(string): Ling CreateSpriteLinkUseltemEp(string): Ling CreateSpriteLinkUseltemEp(string): Ling CreateSpriteLinkUseltemEp(string): LinkDieSp SpriteSheet: Texture2D SpriteSheetRows: int SpriteSheetColumns: int SpriteSheetColumns: int SpriteSheetHeight: int	70 70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 70 70 100 100 100 100	3 3 3 3 3 3 9 9 9 9 9 3 3 3 3 3 3 3 3 4 0 0 0 0 0 0 0 0 0 0 0	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 16 51 51 51 51 16 16 16 16 16 16 11 11 1	5 5 5 5 5 5 5 17 17 17 17 5 5 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseItemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkIdNoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackDown(string, string CreateSpriteLinkAttackDown(string, strin CreateSpriteLinkAttackEtf(string, strin CreateSpriteLinkAttackEtf(string): Lin CreateSpriteLinkBuseltemUp(string): Lin CreateSpriteLinkUseltemUp(string): Lin CreateSpriteLinkUseltemDown(string) CreateSpriteLinkUseltemDown(string): CreateSpriteLinkUseltemBight(string): CreateS	70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 100 100 100 100 100 93	3 3 3 3 3 9 9 9 9 3 3 3 3 3 4 0 0 0 0 0	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 16 51 51 51 16 16 16 16 16 16 17 16 17 17 18 18 18 18 18 18 18 18 18 18 18 18 18	5 5 5 5 5 5 5 17 17 17 17 5 5 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseItemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string): Ling CreateSpriteLinkUseltemUp(string): Ling CreateSpriteLinkUseltemUp(string): Ling CreateSpriteLinkUseltemUp(string): Ling CreateSpriteLinkUseltemLeft(string): Ling CreateSpriteLinkUseltemLeft(string): CreateSpriteLinkUseltemLeft(string): CreateSpriteLinkUseltemLeft(string): CreateSpriteLinkUseltemLeft(string): CreateSpriteLinkUseltemLeft(string): CreateSpriteSpriteLinkUseltemLeft(string): CreateSpriteSpriteLinkUseltemLeft(string): LinkDieSp  spriteSheet: Texture2D spriteSheetSpriteLinkUseltemLeft(string): LinkDieSpriteSheetRows: int spriteSheetWidth: int spriteSheetHeight: int currentFrame: int frameDelay: int	70 70 70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 70 100 100 100 100 100 93 93	3 3 3 3 9 9 9 9 3 3 3 3 4 0 0 0 0 0	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 16 51 51 51 16 16 16 16 16 11 11 1 1 1	5 5 5 5 5 5 5 17 17 17 17 5 5 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseItemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUp(string): LinkI CreateSpriteLinkMoveDown(string): Link CreateSpriteLinkMoveLeft(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackDown(string, string CreateSpriteLinkAttackDeft(string, string CreateSpriteLinkAttackDeft(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkDeftckupItem(string): Lin CreateSpriteLinkDesttemDup(string): Lin CreateSpriteLinkUseItemDown(string) CreateSpriteLinkUseItemDeft(string): Lin CreateSpriteLinkUseItemDeft(string): Lin CreateSpriteLinkUseItemDeft(string): CreateSpriteLinkUseItemDeft(string): CreateSpriteLinkUseItemEff(string): CreateSpriteLinkUseItemEff(string): CreateSpriteLinkDie(string): LinkDieSp  spriteSheet: Texture2D spriteSheetRows: int spriteSheetWoidth: int spriteSheetWoidth: int spriteSheetHeight: int currentFrame: int frameDelayMax: int	70 70 70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 70 100 100 100 100 100 1	3 3 3 3 3 9 9 9 9 3 3 3 3 3 4 0 0 0 0 0 0	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 16 51 51 51 51 16 16 16 16 16 11 11 1 1 1	5 5 5 5 5 5 5 17 17 17 17 5 5 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseItemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUt(string): LinkI CreateSpriteLinkMoveDown(string): Link CreateSpriteLinkMoveLeft(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string): Lin CreateSpriteLinkUseItemUp(string): Lin CreateSpriteLinkUseItemUp(string): Lin CreateSpriteLinkUseItemDown(string) CreateSpriteLinkUseItemEling(string): Lin CreateSpriteLinkUseItemEling(string): CreateSpriteLinkUseItemEling(string): CreateSpriteLinkUseItemEling(string): CreateSpriteLinkUseItemEling(string): CreateSpriteLinkUseItemEling(string): LinkDieSp  spriteSheet: Texture2D spriteSheetRows: int spriteSheetRows: int spriteSheetHeight: int currentFrame: int frameDelay: int frameDelay: int LinkUseItemDownSprite(Texture2D, Sp.	70 70 70 70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 70 100 100 100 100 100 93 93 93 93 71	3 3 3 3 3 9 9 9 9 9 3 3 3 3 3 4 0 0 0 0 0 0 1	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 1 8 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	16 16 16 16 16 16 16 17 51 51 51 16 16 16 16 16 11 11 11 11 11 11 11	5 5 5 5 5 5 5 17 17 17 17 5 5 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseItemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkIdNoveUp(string): LinkI CreateSpriteLinkMoveUp(string): Link CreateSpriteLinkMoveDown(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackDown(string, string CreateSpriteLinkAttackDown(string, string CreateSpriteLinkAttackEft(string, string CreateSpriteLinkAttackEft(string): Ling CreateSpriteLinkUseltemUp(string): Ling CreateSpriteLinkUseltemUp(string): Ling CreateSpriteLinkUseltemDown(string) CreateSpriteLinkUseltemDown(string): CreateSpriteLinkUseltemBight(string): Create	70 70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 70 100 100 100 100 100 1	3 3 3 3 3 9 9 9 9 9 9 3 3 3 3 3 4 0 0 0 0 0 0 1 2	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	16 16 16 16 16 16 16 17 51 51 51 16 16 16 16 16 17 11 11 11 11 11 11 11 11 11 11 11 11	5 5 5 5 5 5 5 17 17 17 17 5 5 5 5 5 5 5
Member	LoZGame (Debug) LoZClone	LinkSpriteFactory LinkUseItemDownSprite	CreateSpriteLinkIdleLeft(string): LinkId CreateSpriteLinkIdleRight(string): LinkI CreateSpriteLinkMoveUt(string): LinkI CreateSpriteLinkMoveDown(string): Link CreateSpriteLinkMoveLeft(string): Link CreateSpriteLinkMoveRight(string): Link CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackUp(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string, string CreateSpriteLinkAttackLeft(string): Lin CreateSpriteLinkUseItemUp(string): Lin CreateSpriteLinkUseItemUp(string): Lin CreateSpriteLinkUseItemDown(string) CreateSpriteLinkUseItemEling(string): Lin CreateSpriteLinkUseItemEling(string): CreateSpriteLinkUseItemEling(string): CreateSpriteLinkUseItemEling(string): CreateSpriteLinkUseItemEling(string): CreateSpriteLinkUseItemEling(string): LinkDieSp  spriteSheet: Texture2D spriteSheetRows: int spriteSheetRows: int spriteSheetHeight: int currentFrame: int frameDelay: int frameDelay: int LinkUseItemDownSprite(Texture2D, Sp.	70 70 70 70 70 70 70 70 70 70 52 52 52 52 70 70 70 70 70 70 100 100 100 100 100 93 93 93 93 71	3 3 3 3 3 9 9 9 9 9 3 3 3 3 3 4 0 0 0 0 0 0 1	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 1 8 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	16 16 16 16 16 16 16 17 51 51 51 16 16 16 16 16 11 11 11 11 11 11 11	5 5 5 5 5 5 5 17 17 17 17 5 5 5 5 5 5 5

Туре	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite		72	4	1	8	44	18
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	frameDelay : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	LinkUseItemLeftSprite(Texture2D, Spri	71	1		2	9	5
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	Update(): void	76	2		0	10	4
Member	LoZGame (Debug) LoZClone	LinkUseItemLeftSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Туре	LoZGame (Debug) LoZClone	LinkUseItemRightSprite		72	4	1	8	44	18
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	spriteSheet : Texture2D	100	0	-	1	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	frameDelay : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	LinkUseItemRightSprite(Texture2D, Spi	71	1		2	9	5
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	Update(): void	76	2		0	10	4
Member	LoZGame (Debug) LoZClone	LinkUseItemRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Туре	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	Braw(SpriteBateri, Vector2, color): vol	72	4	1	8	44	18
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	spriteSheet : Texture2D	100	0	-	1	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	spriteSheetRows : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	spriteSheetColumns : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	spriteSheetWidth : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	spriteSheetHeight : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	frameDelay : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	LinkUseItemUpSprite(Texture2D, Sprite	71	1		2	9	5
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	Update(): void	76	2		0	10	4
Member	LoZGame (Debug) LoZClone	LinkUseItemUpSprite	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	7
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	64
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 1	0
Member	LoZGame (Debug) LoZClone	MagicBoomerangEnemy	isReturned : bool	100	-		ŭ	-	· ·
Member	LoZGame (Debug) LoZClone	MagicBoomerangEnemy	rotation : float	100	0 0		0	1	0
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	MagicBoomerangEnemy MagicBoomerangEnemy	maxDistance : int travelRate : int	93 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	70
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	U		U	1	U

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	2		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	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 1	2
Member	LoZGame (Debug) LoZClone	MagicBoomerangProjectile	Instance.get(): int	100	1		0	-	1
Member	LoZGame (Debug) LoZClone	MagicBoomerangProjectile	Update(): void	64 87	•		7	26	10
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	MagicBoomerangProjectile MagicKey	Draw(SpriteBatch) : void	87 80	1 6	1	7	5 35	1 10
Type Member	LoZGame (Debug) LoZClone	MagicKey	texture : Texture2D	100	0	1	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	7	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	7	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 9	0 5
Member	LoZGame (Debug) LoZClone	MagicShield	MagicShield(Texture2D, Vector2, int)	71	1		-		
Member	LoZGame (Debug) LoZClone	MagicShield MagicShield	Update(): void	80	2 1		0 6	9 6	3
Member	LoZGame (Debug) LoZClone	MagicShield MagicSword	Draw(SpriteBatch) : void	78 80	6	1	6 7		2 10
Type Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	MagicSword MagicSword	texture : Texture2D	80 100	0	1	1	35 1	10 0
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	MagicSword	frame : Rectangle	100	0		1	1	0
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Mambar	Le7Come (Debug) Le7Clane	MagicSword	lifeTime : int	100	0		0	1	0
Member Member	LoZGame (Debug) LoZClone 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
Туре	LoZGame (Debug) LoZClone	Map	Braw(SpriteBaterry : Volu	80	6	1	7	35	10
Member	LoZGame (Debug) LoZClone	Мар	texture : Texture2D	100	0	-	1	1	0
Member	LoZGame (Debug) LoZClone	Мар	frame : Rectangle	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	Мар	lifeTime : int	100	0		0	1	0
Member	LoZGame (Debug) LoZClone	Мар	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	6	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	8	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	8	28	8
Member	LoZGame (Debug) LoZClone	MovableSquareSprite	spriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	MovableSquareSprite	spriteSheetRows : int	100	0 0		0	1	0
Member	LoZGame (Debug) LoZClone	MovableSquareSprite	spriteSheetColumns : int	100	1		2	1	3
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	MovableSquareSprite MovableSquareSprite	MovableSquareSprite(Texture2D, Sprit Update(): void	78 100	1		0	8 2	0
Member	LoZGame (Debug) LoZClone	MovableSquareSprite	Draw(SpriteBatch, Vector2, Color) : voi	69	1		6	11	5
Туре	LoZGame (Debug) LoZClone	MoveDownState	Draw(SpriteBatch, Vector2, Color): Vol	87	13	1	17	75	16
Member	LoZGame (Debug) LoZClone	MoveDownState	game : LoZGame	100	0	1	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
Туре	LoZGame (Debug) LoZClone	MoveLeftState		87	13	1	17	75	16

Me	mber	LoZGame (Debug)	LoZClone	MoveLeftState	game : LoZGame	100	0		1	1	0
Me	mber	LoZGame (Debug)	LoZClone	MoveLeftState	player : IPlayer	100	0		1	1	0
Me	mber	LoZGame (Debug)		MoveLeftState	sprite : ISprite	100	0		1	1	0
Me	mber	LoZGame (Debug)	LoZClone	MoveLeftState	MoveLeftState(LoZGame, IPlayer)	74	1		3	8	4
	mber	LoZGame (Debug)		MoveLeftState	createCorrectSprite() : ISprite	91	1		4	5	1
	mber	LoZGame (Debug)		MoveLeftState	Idle(): void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveLeftState	MoveUp() : void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveLeftState	MoveDown() : void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveLeftState	MoveLeft(): void	100	1		0	4	0
							=		4	•	0
	mber	LoZGame (Debug)		MoveLeftState	MoveRight(): void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveLeftState	Attack(): void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveLeftState	Die() : void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveLeftState	PickupItem(int) : void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveLeftState	UseItem(int) : void	90	1		4	5	1
Me	mber	LoZGame (Debug)	LoZClone	MoveLeftState	Update(): void	80	1		3	6	2
Me	mber	LoZGame (Debug)	LoZClone	MoveLeftState	Draw() : void	89	1		6	5	1
Тур	e	LoZGame (Debug)	LoZClone	MoveRightState		87	13	1	17	75	16
Me	mber	LoZGame (Debug)	LoZClone	MoveRightState	game : LoZGame	100	0		1	1	0
Me	mber	LoZGame (Debug)	LoZClone	MoveRightState	player : IPlayer	100	0		1	1	0
Me	mber	LoZGame (Debug)	LoZClone	MoveRightState	sprite : ISprite	100	0		1	1	0
Me	mber	LoZGame (Debug)		MoveRightState	MoveRightState(LoZGame, IPlayer)	74	1		3	8	4
	mber	LoZGame (Debug)		MoveRightState	createCorrectSprite() : ISprite	91	1		4	5	1
	mber	LoZGame (Debug)		MoveRightState	Idle(): void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveRightState	MoveUp(): void	90	1		1	5	1
	mber	LoZGame (Debug)		MoveRightState	MoveDown(): void	90	1		4	5	1
				-		90	1		4	5	1
	mber	LoZGame (Debug)		MoveRightState	MoveLeft(): void				4	3	
	mber	LoZGame (Debug)		MoveRightState	MoveRight(): void	100	1		0	4	0
	mber	LoZGame (Debug)		MoveRightState	Attack(): void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveRightState	Die(): void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveRightState	PickupItem(int) : void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveRightState	UseItem(int) : void	90	1		4	5	1
Me	mber	LoZGame (Debug)	LoZClone	MoveRightState	Update(): void	80	1		3	6	2
Me	mber	LoZGame (Debug)	LoZClone	MoveRightState	Draw(): void	89	1		6	5	1
Тур	e	LoZGame (Debug)	LoZClone	MoveUpState		87	13	1	17	75	16
Me	mber	LoZGame (Debug)	LoZClone	MoveUpState	game : LoZGame	100	0		1	1	0
Me	mber	LoZGame (Debug)	LoZClone	MoveUpState	player : IPlayer	100	0		1	1	0
Me	mber	LoZGame (Debug)	LoZClone	MoveUpState	sprite : ISprite	100	0		1	1	0
Me	mber	LoZGame (Debug)	LoZClone	MoveUpState	MoveUpState(LoZGame, IPlayer)	74	1		3	8	4
Me	mber	LoZGame (Debug)	LoZClone	MoveUpState	createCorrectSprite() : ISprite	91	1		4	5	1
	mber	LoZGame (Debug)		MoveUpState	Idle(): void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveUpState	MoveUp(): void	100	1		0	4	0
	mber	LoZGame (Debug)		MoveUpState	MoveDown() : void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveUpState	MoveLeft(): void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveUpState	MoveRight(): void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveUpState	Attack(): void	90	1		4	5	1
	mber			·	Die(): void	90	1		4	5	1
		LoZGame (Debug)		MoveUpState			<del>-</del>		4	5	<del>-</del>
	mber	LoZGame (Debug)		MoveUpState	PickupItem(int) : void	90	1		4	3	1
	mber	LoZGame (Debug)		MoveUpState	UseItem(int) : void	90	1		4	5	1
	mber	LoZGame (Debug)		MoveUpState	Update(): void	80	1		3	6	2
Me	mber	LoZGame (Debug)		MoveUpState	Draw(): void	89	1		6	5	1
Тур	e	LoZGame (Debug)	LoZClone	NullState		89	12	1	12	64	11
Me	mber	LoZGame (Debug)	LoZClone	NullState	game : LoZGame	100	0		1	1	0
Me	mber	LoZGame (Debug)	LoZClone	NullState	player : IPlayer	100	0		1	1	0
Me	mber	LoZGame (Debug)	LoZClone	NullState	NullState(LoZGame, IPlayer)	85	1		2	6	2
Me	mber	LoZGame (Debug)	LoZClone	NullState	Idle(): void	90	1		4	5	1
Me	mber	LoZGame (Debug)		NullState	MoveUp() : void	90	1		4	5	1
Me	mber	LoZGame (Debug)		NullState	MoveDown() : void	90	1		4	5	1
	mber	LoZGame (Debug)		NullState	MoveLeft() : void	90	1		4	5	1
	mber	LoZGame (Debug)		NullState	MoveRight() : void	90	1		4	5	1
	mber	LoZGame (Debug)		NullState	Attack(): void	90	1		4	5	1
	mber	LoZGame (Debug)		NullState	Die(): void	90	1		4	5	1
	mber	LoZGame (Debug)		NullState	PickupItem(int) : void	90	1		4	5	1
ivie	IIIDEI	LOZGame (Dendg)	LUZCIONE	Nanotate	i ickapitem(iiit) . void	30	1		7	J	Ī

Member	LoZGame (Debug)	LoZClone	NullState	UseItem(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)		OldMan	sprite : OldManSprite	100	0		1	1	0
Member	LoZGame (Debug)		OldMan	OldMan()	82	1		3	6	2
Member	LoZGame (Debug)		OldMan	takeDamage() : void	100	1		0	5	0
Member	LoZGame (Debug)		OldMan	die() : void	100	1		0	5	0
Member	LoZGame (Debug)		OldMan	Update(): void	100	1		1	5	1
Member	LoZGame (Debug)		OldMan	Draw(SpriteBatch) : void	91	1	_	4	5	1
Туре	LoZGame (Debug)		OldManSprite		75	3	1	8	33	13
Member	LoZGame (Debug)		OldManSprite	spriteSheet : Texture2D	100 100	0		1 0	1 1	0
Member	LoZGame (Debug)		OldManSprite	spriteSheetRows : int		0		0	1	
Member	LoZGame (Debug)		OldManSprite	spriteSheetColumns : int	100 100	0		0	1	0
Member	LoZGame (Debug)		OldManSprite	spriteSheetWidth: int	100	0		0	1	0
Member Member	LoZGame (Debug) LoZGame (Debug)		OldManSprite OldManSprite	spriteSheetHeight : int currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug)		OldManSprite	OldManSprite(Texture2D, SpriteSheetI	71	1		2	9	5
Member	LoZGame (Debug)		OldManSprite	Update(): void	100	1		0	4	0
Member	LoZGame (Debug)		OldManSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Туре	LoZGame (Debug)		PickupItemState	Bran (SpriteBateri) Vector2, edicin, i voi	87	21	1	17	101	26
Member	LoZGame (Debug)		PickupItemState	game : LoZGame	100	0	-	1	1	0
Member	LoZGame (Debug)		PickupItemState	player : IPlayer	100	0		1	1	0
Member	LoZGame (Debug)		PickupItemState	sprite : ISprite	100	0		1	1	0
Member	LoZGame (Debug)		PickupItemState	lockoutTimer : int	93	0		0	1	1
Member	LoZGame (Debug)		PickupItemState	PickupItemState(LoZGame, IPlayer, int	71	1		3	9	5
Member	LoZGame (Debug)		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)		PickupItemState	PickupItem(int) : void	100	1		0	4	0
Member	LoZGame (Debug)		PickupItemState	UseItem(int) : void	81	2		4	8	2
Member	LoZGame (Debug)		PickupItemState	Update() : void	80	2		1	10	3
Member	LoZGame (Debug)		PickupItemState	Draw(): void	89	1		6	5	1
Туре	LoZGame (Debug)		PowerBracelet		80	6	1	7	35	10
Member	LoZGame (Debug)		PowerBracelet	texture : Texture2D	100	0		1	1	0
Member	LoZGame (Debug)		PowerBracelet	frame : Rectangle	100	0		1 0	1	0
Member	LoZGame (Debug)		PowerBracelet	lifeTime : int	100 100	0		0	1 1	0
Member Member	LoZGame (Debug) LoZGame (Debug)		PowerBracelet PowerBracelet	scale : int location : Vector2	100	2		1	2	0
Member	LoZGame (Debug)		PowerBracelet	location.get(): Vector2	100	1		1	1	0
Member	LoZGame (Debug)		PowerBracelet	location.set(Vector2) : void	100	1		1	1	0
Member	LoZGame (Debug)		PowerBracelet	PowerBracelet(Texture2D, Vector2, int	71	1		3	9	5
Member	LoZGame (Debug)		PowerBracelet	Update(): void	80	2		0	9	3
Member	LoZGame (Debug)		PowerBracelet	Draw(SpriteBatch) : void	78	1		6	6	2
Type	LoZGame (Debug)		PriorityComparer	(4)	70	3	1	4	23	5
Member	LoZGame (Debug)		PriorityComparer	Compare(KeyValuePair <keys, icomma<="" td=""><td>70</td><td>3</td><td></td><td>3</td><td>16</td><td>5</td></keys,>	70	3		3	16	5
Type	LoZGame (Debug)		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=""></int,>	100	0		2	1	0
Member	LoZGame (Debug)		ProjectileManager	deletable : List <int></int>	100	0		1	1	0
Member	LoZGame (Debug)		ProjectileManager	scale : int	100	0		0	1	0
Member	LoZGame (Debug)		ProjectileManager	projectileld : int	100	0		0	1	0
Member	LoZGame (Debug)		ProjectileManager	projectileListSize : int	100	0		0	1	0
Member	LoZGame (Debug)	LoZClone	ProjectileManager	swordLock : bool	100	0		0	1	0

Member	LoZGame (Debug) LoZG	Clone ProjectileManager	spamLock : bool	100	0		0	1	0
Member	LoZGame (Debug) LoZG		boomerangLock : bool	100	0		0	1	0
Member	LoZGame (Debug) LoZG		triforceLock : bool	100	0		0	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	candleLock : bool	100	0		0	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	swordInstance : int	100	0		0	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	boomerangInstance : int	100	0		0	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	triforceInstance : int	100	0		0	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	candleInstance : int	100	0		0	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	spamCounter: int	100	0		0	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	MaxWaitTime : int	100	2		0	2	2
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	MaxWaitTime.get(): int	100	1		0	1	1
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	BoomerangOut : bool	100	2		0	2	2
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	BoomerangOut.get(): bool	100	1		0	1	1
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	FlameInUse : bool	100	2		0	2	2
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	FlameInUse.get(): bool	100	1		0	1	1
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	ProjectileManager(ExplosionManager)	56	1		5	20	16
Member	LoZGame (Debug) LoZG		Arrow : int	100	2		1	2	2
Member	LoZGame (Debug) LoZG	Clone ProjectileManager	Arrow.get(): int	100	1		1	1	1
Member	LoZGame (Debug) LoZG		SilverArrow : int	100	2		1	2	2
Member	, 0,	Clone ProjectileManager	SilverArrow.get(): int	100	1		1	1	1
Member		Clone ProjectileManager	Boomerang : int	100	2		1	2	2
Member	LoZGame (Debug) LoZG		Boomerang.get(): int	100	1		1	1	1
Member		Clone ProjectileManager	MagicBoomerang : int	100	2		1	2	2
Member	LoZGame (Debug) LoZG		MagicBoomerang.get(): int	100	1		1	1	1
Member	LoZGame (Debug) LoZG		BlueCandle : int	100	2		1	2	2
Member		Clone ProjectileManager	BlueCandle.get(): int	100	1		1	1	1
Member	, 0,	Clone ProjectileManager	RedCandle : int	100	2		1	2	2
Member	LoZGame (Debug) LoZG		RedCandle.get(): int	100	1		1	1	1
Member		Clone ProjectileManager	Bomb : int	100	2		1	2	2
Member	LoZGame (Debug) LoZG		Bomb.get():int	100	1		1	1	1
Member	LoZGame (Debug) LoZG	, ,	Triforce : int	100	2		1	2	2
Member		Clone ProjectileManager	Triforce.get(): int	100	1		1	1 2	1
Member	LoZGame (Debug) LoZG		Swordbeam : int	100 100	2 1		1	1	2 1
Member	LoZGame (Debug) LoZG		Swordbeam.get(): int		1 17		7	71	=
Member	LoZGame (Debug) LoZG		AddItem(int, IPlayer) : void	48 77	1/		4	71	19 3
Member Member	LoZGame (Debug) LoZG LoZGame (Debug) LoZG		AddEnemyRang(Goriya, string) : void RemoveItem(int) : void	77 75	2		2	10	3 4
Member		Clone ProjectileManager	Update() : void	53	10		4	51	19
Member	LoZGame (Debug) LoZG		Draw(SpriteBatch) : void	85	2		4	8	2
Туре	LoZGame (Debug) LoZG			100	1	1	0	12	0
Member		Clone ProjectileManager.ProjectileT		100	0	-	0	1	0
Member	LoZGame (Debug) LoZG	· · · · · · · · · · · · · · · · · · ·		100	0		0	1	0
Member		Clone ProjectileManager.ProjectileT		100	0		0	1	0
Member		Clone ProjectileManager.ProjectileT		100	0		0	1	0
Member	LoZGame (Debug) LoZG			100	0		0	1	0
Member		Clone ProjectileManager.ProjectileT		100	0		0	1	0
Member	LoZGame (Debug) LoZG			100	0		0	1	0
Member	LoZGame (Debug) LoZG			100	0		0	1	0
Member		Clone ProjectileManager.ProjectileT		100	0		0	1	0
Type		Clone ProjectileSpriteFactory		87	24	1	19	118	33
Member	LoZGame (Debug) LoZG	Clone ProjectileSpriteFactory	projectileSpriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileSpriteFactory	fireProjectileSpriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug) LoZG		swordBeamSpriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug) LoZG		swordBeamExplosionSpriteSheet : Text	100	0		1	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileSpriteFactory	explosionOneSpriteSheet: Texture2D	100	0		1	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileSpriteFactory	explosionTwoSpriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileSpriteFactory	explosionThreeSpriteSheet: Texture2D	100	0		1	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileSpriteFactory	explosionFourSpriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileSpriteFactory	explosionFiveSpriteSheet : Texture2D	100	0		1	1	0
Member	LoZGame (Debug) LoZG	Clone ProjectileSpriteFactory	dRAW_SCALE : int	93	0		0	1	1
Member		Clone ProjectileSpriteFactory	InstanceValue : ProjectileSpriteFactory	93	0		0	1	1
Member	LoZGame (Debug) LoZG	Clone ProjectileSpriteFactory	Instance : ProjectileSpriteFactory	100	2		0	2	2

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Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	Instance.get() : ProjectileSpriteFactory	100	1		0	1	1
Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	Scale : int	100	2 1		0	2	2
Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	Scale.get(): int	100	<del>-</del>		-	1	<del>-</del>
Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	SpriteSheet : Texture2D	100	2 1		1	2	2
Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	SpriteSheet.get(): Texture2D	100	<del>-</del>		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) : IPr	91	1		4	5	1
Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	MagicBoomerang(IPlayer, int, int) : IPro	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) : IProjec	90	1		4	5	1
Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	SilverArrow(Vector2, string, int, int): IP	90	1		4	5	1
Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	RedCandle(Vector2, string, int, int): IPr	90	1		4	5	1
Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	BlueCandle(Vector2, string, int, int) : IP	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): I	91	1		4	5	1
Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	BombExplosionTwo(Vector2, int, int) : I	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):	91	1		4	5	1
Member	LoZGame (Debug) LoZClone	ProjectileSpriteFactory	BombExplosionFive(Vector2, int, int): I	91	1		4	5	1
Type	LoZGame (Debug) LoZClone	Raft		80	6	1	7	35	10
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	7
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	45
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
		•		100	1		1	1	0
Member	LoZGame (Debug) LoZClone	RedCandleProjectile	location.set(Vector2) : void		<del>-</del>		<del>-</del>	<del>-</del>	
Member	LoZGame (Debug) LoZClone	RedCandleProjectile	RedCandleProjectile(Texture2D, Vector	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
Туре	LoZGame (Debug) LoZClone	RedRing		80	6	1	7	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	12
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	Draw(Spritebattin) . Void	88	10	1	12	56	12
Member	LoZGame (Debug) LoZClone	RightMovingDragonState	dragon : Dragon	100	0	-	1	1	0
Member	LoZGame (Debug) LoZClone	RightMovingDragonState	sprite : IDragonSprite	100	0		1	1	0
				83	1		4	6	2
Member	LoZGame (Debug) LoZClone	RightMovingDragonState	RightMovingDragonState(Dragon)	92	1		3	5	1
Member	LoZGame (Debug) LoZClone	RightMovingDragonState	moveLeft(): void	100	1		0	5	0
Member	LoZGame (Debug) LoZClone	RightMovingDragonState	moveRight(): void	92	<del>-</del>		-	5	
Member	LoZGame (Debug) LoZClone	RightMovingDragonState	stop(): void	92 92	1		3	5	1 1
Member	LoZGame (Debug) LoZClone	RightMovingDragonState	attack(): void				2	9	3
Member	LoZGame (Debug) LoZClone	RightMovingDragonState	takeDamage() : void	78	2		=		
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	12
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	1	5	5	1
Type	LoZGame (Debug) LoZClone	RightMovingRopeState	B	88	10 0	1	12	56	12
Member	LoZGame (Debug) LoZClone	Right Moving Rope State	rope : Rope sprite : IRopeSprite	100 100	0		1 1	1 1	0 0
Member	LoZGame (Debug) LoZClone	RightMovingRopeState		83	1		4	6	2
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	RightMovingRopeState RightMovingRopeState	RightMovingRopeState(Rope) 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
Туре	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(SpikeCros	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	12
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(WallMas	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
			Draw(SpriteBatch) . Volu	88	10	1	12	56	12
Type Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	RightMovingZolState RightMovingZolState	zol : Zol	100	0	1	12	1	0
					0		1	1	0
Member	LoZGame (Debug) LoZClone	RightMovingZolState	sprite : IZolSprite	100	-		=	6	-
Member	LoZGame (Debug) LoZClone	RightMovingZolState	RightMovingZolState(Zol)	83	1		4		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
Туре	LoZGame (Debug) LoZClone	Rope		80	22	1	7	111	33
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	2	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	20
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): voi	64	1		6	13	7
Туре	LoZGame (Debug) LoZClone	RopeRightSprite		72	5	1	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, SpriteShee	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) : voi	64	1		6	13	7
Туре	LoZGame (Debug) LoZClone	Rupee	Braw(spriteBater), restore, color, res	80	6	1	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			lifeTime : int	100	0		0	1	0
	LoZGame (Debug) LoZClone	Rupee			0		0	1	
Member	LoZGame (Debug) LoZClone	Rupee	scale : int	100			-	=	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
Туре	LoZGame (Debug) LoZClone	SecondPotion		80	6	1	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
Туре	LoZGame (Debug) LoZClone	SilverArrow	(-)	81	5	1	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
							0	5	
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	SilverArrow	Update() : void Draw(SpriteBatch) : void	100 87	1 1		7	5	1 1
Member		SilverArrow	Draw(SpriteBatch) : volu		=		9	-	
Type	LoZGame (Debug) LoZClone	SilverArrowProjectile	. In	71	15	1	-	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, Vecto	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	8	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
Туре	LoZGame (Debug) LoZClone	SpikeCross	(4)	80	23	1	7	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
Туре	LoZGame (Debug) LoZClone	SpikeCross.direction	,	100	1	1	0	2	0
Member	LoZGame (Debug) LoZClone	SpikeCross.direction	Up : SpikeCross.direction	100	0	-	0	1	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
Туре	LoZGame (Debug) LoZClone	SpikeCrossSprite	. ,	75	3	1	8	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
MEILING	LOZGAINE (DEDUS) LOZCIONE	Spinecrosssprite	spincerosssprite(renturezo, spritesile	/1	1		4	9	,

Member	LoZGame (Debug) LoZClone	SpikeCrossSprite	Update(): void	100	1		0	4	0
Member	LoZGame (Debug) LoZClone	SpikeCrossSprite	Draw(SpriteBatch, Vector2, Color) : voi	64	1		6	13	7
Туре	LoZGame (Debug) LoZClone	SpriteSheetData	(4)	84	11	1	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		· · · · · · · · · · · · · · · · · · ·	=	100	1		0	1	1
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	SpriteSheetData SpriteSheetData	FilePath.get() : string Width : int	100	2		0	2	2
	, ,,	•		100	1		0	1	1
Member	LoZGame (Debug) LoZClone	SpriteSheetData	Width.get(): int		2		0	2	2
Member	LoZGame (Debug) LoZClone	SpriteSheetData	Height: int	100	-		0	-	-
Member	LoZGame (Debug) LoZClone	SpriteSheetData	Height.get(): int	100	1		-	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
Туре	LoZGame (Debug) LoZClone	StairsSprite		80	3	1	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, SpriteSheetDat	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): voi	69	1		6	11	5
Туре	LoZGame (Debug) LoZClone	Stalfos		80	22	1	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	rieattii.set(iitt) . void	100	1	1	0	2	0
	LoZGame (Debug) LoZClone		Up : Stalfos.direction	100	0	1	0	1	0
Member Member		Stalfos.direction		100	0		0	1	0
	LoZGame (Debug) LoZClone	Stalfos.direction	Down : Stalfos.direction				0	=	
Member	LoZGame (Debug) LoZClone	Stalfos.direction	Left : Stalfos.direction	100	0		-	1	0
Member	LoZGame (Debug) LoZClone	Stalfos.direction	Right : Stalfos.direction	100	0		0	1	0
Туре	LoZGame (Debug) LoZClone	StalfosSprite		72	5	1	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, SpriteSheetDa	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) : voi	64	1		6	13	7
Type	LoZGame (Debug) LoZClone	StepLadder		80	6	1	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	1	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	1		0	1	1
Member	LoZGame (Debug) LoZClone	SwordBeamExplosion	frameDelay : int	93	0		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, Vector	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	1		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	1	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
Туре	LoZGame (Debug) LoZClone	TriForce	(4)	76	8	1	8	56	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	2		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	86	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,	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	30	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	30	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 1		0 6	2	0 6
Member	LoZGame (Debug) LoZClone	TurquoiseStatueRightSprite	Draw(SpriteBatch, Vector2, Color) : voi	66 88	1 14	1		12 76	6 16
Type	LoZGame (Debug) LoZClone	UpLeftMovingKeeseState	koosa i Koosa	100	0	1	16 1	1	0
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	UpLeftMovingKeeseState UpLeftMovingKeeseState	keese : Keese 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	56	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	and Cal	88	10	1	12	56	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 1		4 3	6 5	2
Member	LoZGame (Debug) LoZClone	UpMovingGelState	moveLeft() : void	92	1		3	Э	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
	·		= ::		1		3		
Member	LoZGame (Debug) LoZClone	UpMovingGelState	die() : void	92	=			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	13
Member	LoZGame (Debug) LoZClone	UpMovingGoriyaState	goriya : Goriya	100	0		1	1	0
				100	0		1	-	0
Member	LoZGame (Debug) LoZClone	UpMovingGoriyaState	sprite : IGoriyaSprite				=	1	
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
					1		3	5	1
Member	LoZGame (Debug) LoZClone	UpMovingGoriyaState	attack() : void	92	=				
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
Туре	LoZGame (Debug) LoZClone	UpMovingKeeseState	Draw(ophicebaton) i void	88	14	1	16	76	16
		· -				1			
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
	, ,,			100	=		0	5	0
Member	LoZGame (Debug) LoZClone	UpMovingKeeseState	moveUp() : void		1				
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
					=		2	9	
Member	LoZGame (Debug) LoZClone	UpMovingKeeseState	takeDamage() : void	78	2			<del>-</del>	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	12
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
	·		= ::		1		3		
Member	LoZGame (Debug) LoZClone	UpMovingRopeState	die() : void	92	-		-	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	9
Member	LoZGame (Debug) LoZClone	UpMovingSpikeCrossState	spikeCross : SpikeCross	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	UpMovingSpikeCrossState	sprite : ISpikeCrossSprite	100	0		1	1	0
					0		4	6	
Member	LoZGame (Debug) LoZClone	UpMovingSpikeCrossState	UpMovingSpikeCrossState(SpikeCross)	83	1		•		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
					=		3		
Member	LoZGame (Debug) LoZClone	UpMovingSpikeCrossState	Update(): void	80	1			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	12
Member	LoZGame (Debug) LoZClone	UpMovingStalfosState	stalfos : Stalfos	100	0		1	1	0
Member	LoZGame (Debug) LoZClone	UpMovingStalfosState	sprite : IStalfosSprite	100	0		1	1	0
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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
Туре	LoZGame (Debug) LoZClone	UpMovingWallMasterState		88	10	1	12	57	12
Member	LoZGame (Debug) LoZClone	UpMovingWallMasterState	wallMaster : WallMaster	100	0	<del>-</del>	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	Braw(SpriteBaterry): Vola	88	10	1	12	57	12
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	Braw(SpriteBaterry): Vola	88	14	1	16	76	16
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
Туре	LoZGame (Debug) LoZClone	UseItemState	(-)	80	24	1	20	115	31
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
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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	111	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	76 58	5		1	24	12
	, 5,				-		=	5	
Member	LoZGame (Debug) LoZClone	WallMaster	takeDamage() : void	100	1		1		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	2	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	45	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, Sprite	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
	LoZGame (Debug) LoZClone	WallMasterRightSprite	braw(spritebatch, vector2, color): voi	72	5	1	8	45	20
Type 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		WallMasterRightSprite	spriteSheetColumns : int	100	0		0	1	0
Member		WallMasterRightSprite	spriteSheetWidth : int	100	0		0	1	0
			•		0		0	1	0
Member	LoZGame (Debug) LoZClone	WallMasterRightSprite	spriteSheetHeight : int	100			ŭ	<del>-</del>	
Member	LoZGame (Debug) LoZClone	WallMasterRightSprite	currentFrame : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	WallMasterRightSprite	frameDelay : int	93	0		ŭ	1	1
Member	LoZGame (Debug) LoZClone	WallMasterRightSprite	frameDelayMax : int	93	0		0	1	1
Member	LoZGame (Debug) LoZClone	WallMasterRightSprite	WallMasterRightSprite(Texture2D, Spri	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	7	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
Туре	LoZGame (Debug) LoZClone	WoodenSword		80	6	1	7	35	10
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 LoZGame (Debug) LoZClone	WoodenSword	location : Vector2	100 100	2 1		1	2 1	0
Member Member	LoZGame (Debug) LoZClone	WoodenSword WoodenSword	location.get() : Vector2 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
Туре	LoZGame (Debug) LoZClone	YellowRupee		76	9	1	7	58	18
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 1	11	7 3
Member Member	LoZGame (Debug) LoZClone	YellowRupee	nextFrame() : void Update() : void	79 72	2		0	12 14	5
Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	YellowRupee YellowRupee	Draw(SpriteBatch) : void	72 78	1		6	6	2
Type	LoZGame (Debug) LoZClone	Zol	Draw(SpriteBatch) . Volu	80	22	1	7	111	33
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 96	2 1		0 2	11	5
Member Member	LoZGame (Debug) LoZClone LoZGame (Debug) LoZClone	Zol Zol	Draw(SpriteBatch) : void CurrentState : IEnemyState	96 98	2		1	5 7	1 2
Member	LoZGame (Debug) LoZClone	Zol	CurrentState : IEnemyState  CurrentState.get() : IEnemyState	100	1		1	1	1
Member	LoZGame (Debug) LoZClone	Zol	CurrentState.set(JEnemyState) : 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
Туре	LoZGame (Debug) LoZClone	Zol.direction	, , , , , , , , , , , , , , , , , , , ,	100	1	1	0	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	20
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): voi	64	1	6	13	7