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| Attributes | Functions |
| \_health = 938  \_armor = 47  \_magicresist = 46  \_attackspeed = 0.84  \_damage = 91  \_abilitypower = 0  \_speed= 330  \_criticalchange= 0 | Attack()  Die()  Rocketgrab()  Overdrive()  Powerfist()  StaticShield()  Flash()  Exh()  Recall() |

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| Object = Blizcrank |

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| Attributes | Functions |
| \_health= 110  \_armor= 36  \_magicresist= 35  \_attackspeed= 0.77  \_damage = 83  \_abilitypower= 0  \_speed= 227  \_criticalchance= 0 | Attack()  Die()  RangersFocus()  Volley()  Hawkshot()  EnchantedCrystelArrow()  Flash()  Heal()  Recall() |

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| Object = Ashe |

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| Attributes | Funcions |
| \_regenshealth= 5  \_totalhealthregen= 165  \_seconds= 16.5 | Eaten()  Sell()  Refund() |

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| Object= total biscuit of regunivation |

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| ***OBJECT=*** | ***RYU*** |
| **ATTRUBUTES** | **FUNCTIONS** |
| \_health = 95 | Attack() |
| \_speed = 20 | Die() |
| \_damage = 10 | Jump()  Crouch()  Shoot() |

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| ***OBJECT=*** | ***KEN*** |
| **ATTRUBUTES** | **FUNCTIONS** |
| \_health = 60 | Attack() |
| \_speed = 0 | Die() |
| \_damage = 10 | Jump() |
|  | Crouch()  Shoot() |

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| ***OBJECT=*** | ***Fireball*** |
| **ATTRUBUTES** | **FUNCTIONS** |
| \_damage = 20  \_speed = 30 | Attack()  Die() |

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| Object | gun |
| Attributes | Function |
| \_Shotgunshells = 14  \_Bullets =42 | Shoot()  Reload() |

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| ***Object*** | ***Doomguy*** |
| **Attributes** | **Function** |
| \_arms = 2  \_armor = 0  \_health = 59 | Shoot()  Attack()  Die() |

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| ***Object*** | ***Enemy*** |
| **Attributes** | **Function** |
| \_health =100  \_armor =0 | Attack()  Die() |



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| ***Object*** |  |
| **Attribute** | **Function** |
| \_health =1  \_spirte=  candy | Die()  Fall() |

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| ***Object*** | ***Scoreboard*** |
| **Attribute** | **Function** |
| \_score = 4520  \_moves = 33 | ShowScore()  ShowMoves() |



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| ***Object*** | ***Abilities*** |
| **Attributes** | **Function** |
| \_Cherry = 0  \_hazelnut = 0  \_Sprite = Powerups | 5extramoves()  SmashACandy()  PaintStripe() |



***Object= EXPcalibur***

**Attribute Function**

\_damage=328 Attack()

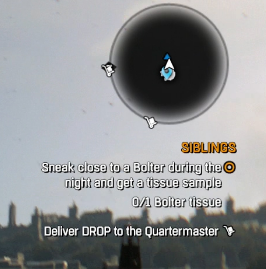
\_durability=7 break()

\_handling=56 repair()

\_upgrades=0

\_value=14444

\_sprite=sword



***Object = Xp/progress bar***

**Attribute Function.**

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| Object | Quests+minimap |
| **Attributes** | **Functions** |
| \_BolterTissue=0  \_Radius=500 | ShowProgress()  ShowWaypoint() |

\_Agility=6 ShowAgilitylvl()

\_Combat=7 ShowCombatLvl()

\_survival=6



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| ***Object*** | ***Zell*** |
| **Attribute** | **Function** |
| \_health =627  \_sprite =Zell | Attack()  Magic()  GF()  Draw() |

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| ***Object*** | ***Sophie*** |
| **Attribute** | **Function** |
| \_health =520  \_sprite = Sophie | Attack()  Magic()  GF()  Draw() |



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| ***Object*** | ***Squall*** |
| **Attribute** | **Function** |
| \_health =616  \_sprite= Squall | Attack()  Magic()  GF()  Draw() |

