

String BACKGROUND\_IMAGE\_PATH

• String BACKGROUND\_LEVEL\_1

Game.builder \ GameCharacter gameCharacter «Create» GameCharacterBuilder() GameCharacterBuilder setAniData(AniData) GameCharacterBuilder setImageScale(ImageScaleData)
GameCharacterBuilder setGamePlayerSpeedData(GameFlayerSpeedData) GameCharacterBuilder setAnimationImage(String,int,int) GameCharacter build()

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