```
GameObjectState::getFrameNum

GameObjectState::GetHeight

GameObject::getObjState

GameObjectState::GetPosX

GameObjectState::GetPosY

GameObjectState::getScale

SDLDisplayProgram::          GameObjectState::getSprite
PyGetGameObjectState         FilePath

GameObjectState::GetWidth

GameObjectState::IsAttacking

GameObjectState::IsBeing
Attacked

GameObjectState::IsDynamic

GameObjectState::IsInteracting

GameObjectState::IsJumping
```