

AssetName
+ BACKGROUND_STYX : String + BACKGROUND_HEAVEN : String + BACKGROUND_HELL : String + DESTROY_POPPIN : String + LEVELUP_POPPIN_DESCRIPTION : String + LEVELUP_POPPIN_IMG : String + LEVELUP_POPPIN_NAME : String + LEVELUP_POPPIN_UNLOCK : String + LEVELUP_POPPIN_TYPE : String + LEVELUP_POPPIN_LEVEL : String + LEVELUP_POPPIN_LEVELBG : String + LEVELUP_POPPIN_BUTTON : String + LEVELUP_POPPIN : String + COUNTER_TXT_LEVEL : String + COUNTER_TXT_RESSOURCE : String + COUNTER_TXT_XP : String + HUD_COUNTER_LEVEL : String + HUD_COUNTER_XP_HELL : String + HUD_COUNTER_XP_HEAVEN : String + HUD_BTN_WOOD : String + HUD_COUNTER_MATERIAL_HELL : String + HUD_COUNTER_MATERIAL_HEAVEN : String + HUD_BTN_HARD : String + HUD_COUNTER_HARD : String + HUD_BTN_SOFT : String + HUD_COUNTER_SOFT : String + HUD_BTN_MISSIONS : String + HUD_BTN_INTERNS : String + HUD_CONTAINER_BTN_INTERNS : String + HUD_BTN_PURGATORY : String + HUD_BTN_SHOP : String + HUD_PREFIX : String + FTUE_SPEACH : String + FTUE_NAME : String + FTUE_HEAVEN : String + FTUE_HELL : String + FTUE_BUTTON : String + FTUE : String + PURGATORY_POPIN_UPGRADE_PRICE : String + PURGATORY_POPIN_UPGRADE : String + PURGATORY_POPIN_ALL_SOULS_NUMBER : String + PURGATORY_POPIN_ALL_SOULS_INFO : String + PURGATORY_POPIN_INFO_BAR : String + PURGATORY_POPIN_HELL_INFO : String + PURGATORY_POPIN_HEAVEN_INFO : String + PURGATORY_POPIN_SOUL_ADJ : String + PURGATORY_POPIN_SOUL_NAME : String + PURGATORY_POPIN_SOUL_INFO : String + PURGATORY_POPIN_TIMER : String + PURGATORY_POPIN_TIMER_CONTAINER : String + PURGATORY_POPIN_LEVEL : String + PURGATORY_POPIN_HELL_BUTTON : String + PURGATORY_POPIN_HEAVEN_BUTTON : String + PURGATORY_POPIN_INTERN : String + PURGATORY_POPIN_SHOP : String + PURGATORY_POPIN_CANCEL : String + PURGATORY_POPIN : String + INTERN_POPIN_CANCEL : String + INTERN_POPIN_SEE_ALL : String + INTERN_POPIN_SEE_ALL_CONTAINER : String + INTERN_POPIN_NAME : String + INTERN_POPIN_SIDE : String + INTERN_POPIN : String + INTERN_EVENT_SIDE : String + INTERN_EVENT_NAME : String + INTERN_EVENT_CARD : String + INTERN_EVENT_CLOSE : String + INTERN_EVENT_SHARE : String + INTERN_EVENT_DISMISS : String + INTERN_EVENT_SEE_ALL : String + INTERN_EVENT_HELL_CHOICE : String + INTERN_EVENT_HEAVEN_CHOICE : String + INTERN_EVENT_DESC : String + INTERN_EVENT : String + PORTRAIT_OUT_QUEST : String + INTERN_NAME_OUT_QUEST : String + BUTTON_SEND_OUT_QUEST : String + INTERN_INFO_OUT_QUEST : String + PORTRAIT_IN_QUEST : String + TIME_IN_QUEST : String + INTERN_NAME_IN_QUEST : String + BUTTON_ACCELERATE_IN_QUEST : String + INTERN_INFO_IN_QUEST : String + internListSpawners : Array<String> + INTERN_LIST_RIGHT : String + INTERN_LIST_LEFT : String + INTERN_LIST_CANCEL : String + INTERN_LIST : String + INFO_BUILDING_BTN_UPGRADE : String + INFO_BUILDING_BTN_SELL : String + INFO_BUILDING_BTN_CLOSE : String + POPIN_INFO_BUILDING : String + PCBB_BTN_BUY : String + PCBB_BTN_CLOSE : String + PCBB_GOLD_PER_TIME_TEXT_2 : String + PCBB_GOLD_PER_TIME_TEXT_1 : String + PCBB_GOLD_PER_TIME : String + PCBB_POPULATION_MAX_TEXT : String + PCBB_POPULATION_MAX : String + PCBB_GOLD_MAX_TEXT : String + PCBB_GOLD_MAX : String + PCBB_PRICE_TEXT : String + PCBB_PRICE : String + PCBB_TEXT_LEVEL : String + PCBB_TEXT_NAME : String + PCBB_IMG : String + POPIN_CONFIRM_BUY_BUILDING : String + CAROUSSEL_CARD_ITEM_LOCKED : String + CAROUSSEL_CARD_ITEM_UNLOCKED : String + SHOP_CAROUSSEL_RESSOURCE : String + SHOP_CAROUSSEL_INTERN_SEARCHING : String + SHOP_CAROUSSEL_INTERN : String + SHOP_CAROUSSEL_CURRENCIE : String + SHOP_CAROUSSEL_BUILDING : String + SHOP_RESSOURCE_TEXT : String + SHOP_RESSOURCE_BOIS : String + SHOP_RESSOURCE_MARBRE : String + SHOP_RESSOURCE_HC : String + SHOP_RESSOURCE_SC : String + SHOP_CAROUSSEL_SPAWNER : String + SHOP_BTN_TAB_CURRENCIE : String + SHOP_BTN_TAB_RESSOURCE : String + SHOP_BTN_TAB_INTERN : String + SHOP_BTN_TAB_DECO : String + SHOP_BTN_TAB_BUILDING : String + SHOP_BTN_INTERNS : String + SHOP_BTN_PURGATORY : String + SHOP_BTN_CLOSE : String + POPIN_SHOP : String + SHOP_PREFIX : String + BTN_PRODUCTION : String + POPIN_CONFIRM_BUY_CURRENCIE : String + DECO_HELL_ROCK : String + DECO_HELL_TREE_3 : String + DECO_HELL_TREE_2 : String + DECO_HELL_TREE_1 : String + DECO_HEAVEN_VERTUE : String + DECO_HEAVEN_ROCK : String + DECO_HEAVEN_FOUNTAIN : String + DECO_HEAVEN_TREE_3 : String + DECO_HEAVEN_TREE_2 : String + DECO_HEAVEN_TREE_1 : String + BUILDING_HELL_BUILD_2 : String + BUILDING_HELL_BUILD_1 : String + BUILDING_HELL_HOUSE : String + QUARRY_LEVEL_1 : String + LUMBERMIL_LEVEL2 : String + LUMBERMIL_LEVEL1 : String + BUILDING_HEAVEN_BUILD_2 : String + BUILDING_HEAVEN_BUILD_1 : String + BUILDING_HEAVEN_BRIDGE : String + BUILDING_HEAVEN_HOUSE : String + BUILDING_PURGATORY : String

GameManager
- instance : GameManager
- new () : Void + destroy () : Void + gameLoop (pEvent : pixi.interaction.EventTarget) : Void + start () : Void + getInstance () : GameManager

TextGenerator
- instance : TextGenerator
- new () : Void + destroy () : Void + gameLoop (pEvent : Void) + GetNewSituation () : Array + getInstance () : TextGenerator

<enum> LetterType
VOYELLE CONSONNE meta

<enum> ActionType
BAD GOOD meta

QuestDictionary
+ secondarySubjects : Array<String> + actions : Map + subjects : Array<String> + number : Array<String> + internVerbs : Array<String> + localisation : Array<String> + intro : Array<String> + intern : String + preSubject : Map + vowel : Array<String>