

AssetName
+ PROD_ICON_SOUL_HELL_SMALL : String + PROD_ICON_SOUL_HEAVEN_SMALL : String + PROD_ICON_STONE : String + PROD_ICON_WOOD : String + PROD_ICON_HARD : String + PROD_ICON_SOFT : String + BACKGROUND_UNDER_HELL : String + BACKGROUND_UNDER_HEAVEN : String + BACKGROUND_STYX : String + BACKGROUND_HEAVEN : String + BACKGROUND_HELL : String + XP_GAUGE_HEAVEN : String + XP_GAUGE_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_LEVEL3 : String + LEVELUP_POPPIN_PASSALL : 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_IRON : 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_MISSTIONS : String + HUD_BTN_INTERNS : String + HUD_CONTAINER_BTN_INTERNS : String + HUD_BTN_PURGATORY : String + HUD_BTN_SHOP : String + HUD_BTN_RESET_DATA : 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_HEAVEN_CHOICE : 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_BUNDLE : 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_CARD_PRICE : String + SHOP_RESSOURCE_CARD_NAME : String + SHOP_RESSOURCE_CARD_PICTURE : String + SHOP_RESSOURCE_PACK_CONTENT : String + SHOP_RESSOURCE_PACK_PRICE : String + SHOP_RESSOURCE_PACK_BUTTON : 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_BUNDLE : 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_ROCK : String + DECO_HEAVEN_FOUNTAIN : String + DECO_HEAVEN_TREE_3 : String + DECO_HEAVEN_TREE_2 : String + DECO_HEAVEN_TREE_1 : String + BUILDING_HELL_COLLECTOR_LEVEL1 : String + BUILDING_HELL_HOUSE_LEVEL3 : String + BUILDING_HELL_HOUSE_LEVEL2 : String + BUILDING_HELL_HOUSE : String + BUILDING_HEAVEN_COLLECTOR_LEVEL2 : String + BUILDING_HEAVEN_COLLECTOR_LEVEL1 : String + BUILDING_HEAVEN_BRIDGE : String + BUILDING_HEAVEN_HOUSE_LEVEL3 : String + BUILDING_HEAVEN_HOUSE_LEVEL2 : String + BUILDING_HEAVEN_HOUSE : String + BUILDING_STYX_VIRTUE : String + BUILDING_STYX_PURGATORY : String

BuildingName
+ BUILDING_NAME_TO_ASSETNAMES : Map + HOUSE_INTERNS : String + HELL_DECO_GORGEOUS_BUILDING : String + HELL_DECO_BUILDING : String + HELL_DECO_AWESOME_ROCK : String + HELL_DECO_PRETTY_ROCK : String + HELL_DECO_BIGGER_ROCK : String + HELL_DECO_GENERIC_ROCK : String + HELL_FACTORY : String + HELL_COLLECTOR : String + HELL_HOUSE : String + HEAVEN_DECO_GORGEOUS_BUILDING : String + HEAVEN_DECO_BUILDING : String + HEAVEN_DECO_AWESOME_TREE : String + HEAVEN_DECO_PRETTY_TREE : String + HEAVEN_DECO_BIGGER_TREE : String + HEAVEN_DECO_GENERIC_TREE : String + HEAVEN_MARKETING_DEPARTMENT : String + HEAVEN_COLLECTOR : String + HEAVEN_HOUSE : String + STYX_DECO_GORGEOUS_BUILDING : String + STYX_DECO_BUILDING : String + STYX_MARKET : String + STYX_VIRTUE : String + STYX_VICE : String + STYX_PURGATORY : 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_BUNDLE : 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_CARD_PRICE : String + SHOP_RESSOURCE_CARD_NAME : String + SHOP_RESSOURCE_CARD_PICTURE : String + SHOP_RESSOURCE_PACK_CONTENT : String + SHOP_RESSOURCE_PACK_PRICE : String + SHOP_RESSOURCE_PACK_BUTTON : 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_BUNDLE : 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_ROCK : String + DECO_HEAVEN_FOUNTAIN : String + DECO_HEAVEN_TREE_3 : String + DECO_HEAVEN_TREE_2 : String + DECO_HEAVEN_TREE_1 : String + BUILDING_HELL_COLLECTOR_LEVEL1 : String + BUILDING_HELL_HOUSE_LEVEL3 : String + BUILDING_HELL_HOUSE_LEVEL2 : String + BUILDING_HELL_HOUSE : String + BUILDING_HEAVEN_COLLECTOR_LEVEL2 : String + BUILDING_HEAVEN_COLLECTOR_LEVEL1 : String + BUILDING_HEAVEN_BRIDGE : String + BUILDING_HEAVEN_HOUSE_LEVEL3 : String + BUILDING_HEAVEN_HOUSE_LEVEL2 : String + BUILDING_HEAVEN_HOUSE : String + BUILDING_STYX_VIRTUE : String + BUILDING_STYX_PURGATORY : String

<typedef> TableConfig
RegionXpSameSide : Float RefundRatioConstruct : Float RefundRatioBuilded : Float PriceRegion : Float FactorRegionNearStyx : Float FactorRegionGrowth : Float

GameConfig
+ CONFIG : String + INTERN : String + BUILDING : String - config : Map + new () : Void - parseJson (pConfig : Map, pContent : Dynamic) : Void - tableExist (pTable : String) : Bool + getBuildingByName (pName : String) : TableTypeBuilding + getBuilding () : Array + getConfig () : TableTypeBuilding + awake () : Void

<typedef> TableTypePack
Time : String ProductionResource : String Name : String ID : Int GainWood : Int GainIron : Int GainFluxSouls : Int CostKarma : Int CostGold : Int

<typedef> TableTypeIntern

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

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

<enum> LetterType
VOYELLE CONSONNNE meta

<enum> ActionType
BAD GOOD meta

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

<typedef> TableTypeBuilding
XPatCreationHell : Int XPatCreationHeaven : Int Width : Int ProductionType : Null<String> ProductionResource : Null<String> ProductionPerHour : Null<Int> ProductionPerBuildingHell : Null<Int> ProductionPerBuildingHeaven : Null<Int> Name : String MaxSoulsContained : Null<Int> MaxGoldContained : Null<Int> LimitPerRegion : Null<Int> LevelUnlocked : Int Level : Int IDPack6 : Null<TableTypePack> IDPack5 : Null<TableTypePack> IDPack4 : Null<TableTypePack> IDPack3 : Null<TableTypePack> IDPack2 : Null<TableTypePack> IDPack1 : Null<TableTypePack> ID : Int Height : Int FootPrint : Int FactoryNeededToUnlock : Null<Int> CostWood : Null<Int> CostKarma : Null<Int> CostIron : Null<Int> CostGold : Null<Int> ConstructionTime : String Alignment : String