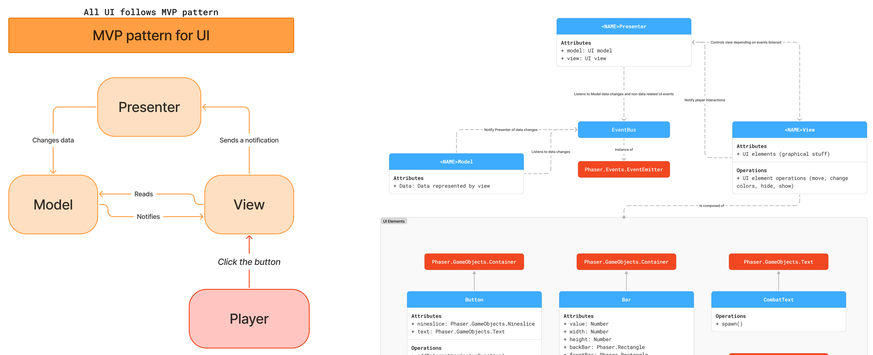
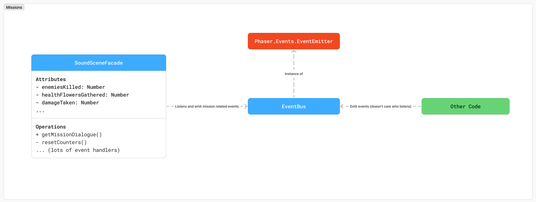
UML

UI

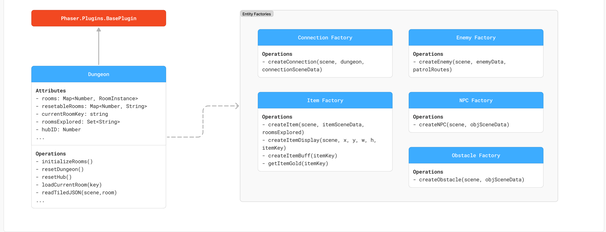


Missions

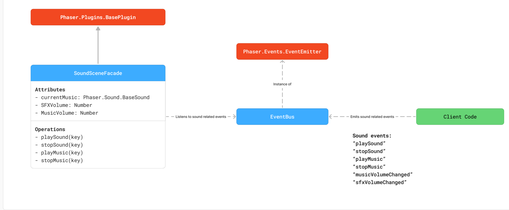


Save data manager

Dungeon generation

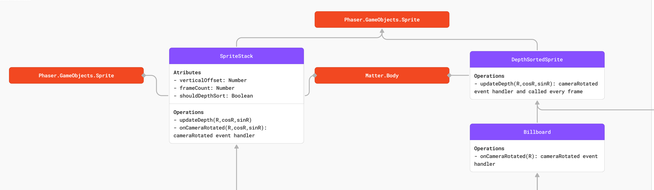


Audio



Entities

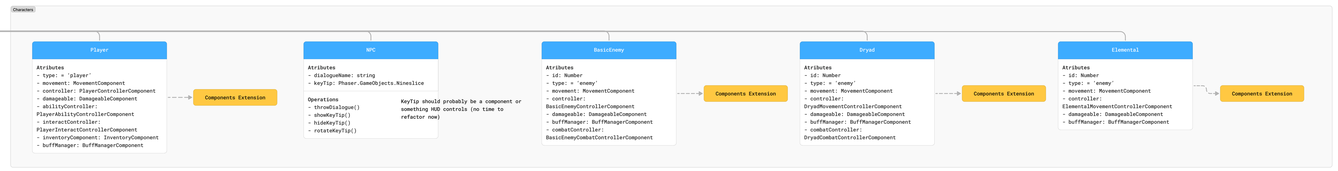
Abstract entities



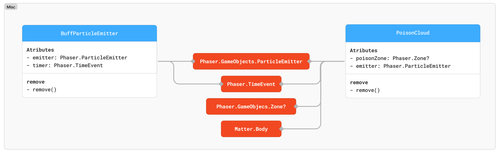
Por esto la herencia da problemas, nos gutaria haber cambiado a usar composicion ... No habria que tener dos Obstacles sin sentido

Obstacles

Characters

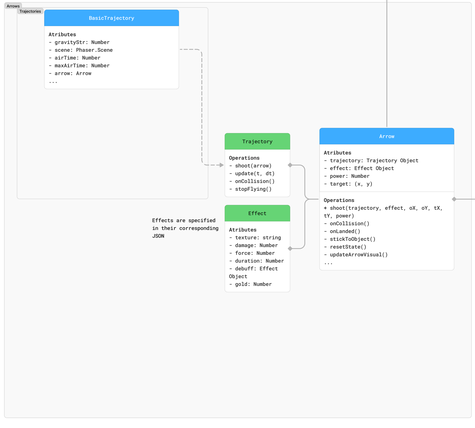


Misc

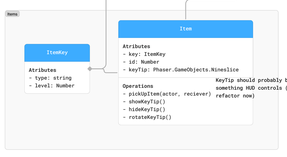


Arrows

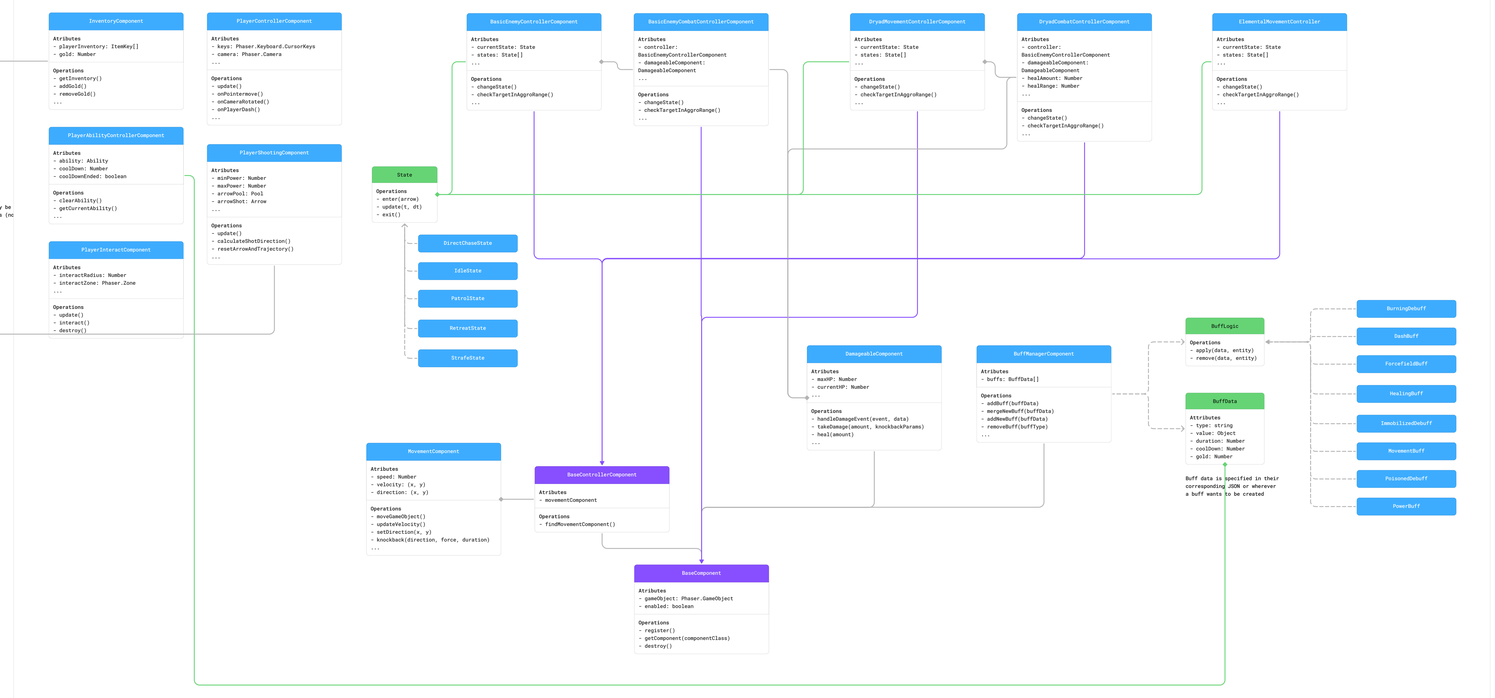
Trajectories



Items



Components



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