

Camera

- void Move(Vector2 amount)
- Vector2 Pos
- Matrix GetTransformation()

Battle

- Draw(SpriteBatch sb)
- Update(GameTime gameTime)
- AttackKey CreateKey(Keys keyType)
- Enum BattleState

Helpers

- static public bool SingleKeyPress(Keys key, KeyboardState pbState, KeyboardState kbState)

World

- **Unimplemented for now

City

- **Unimplemented for now

Forest

- **Unimplemented for now

Sewer

- **Unimplemented for now

