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

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

CollisionItem
- Multiple constructors for any collision, no collision, or if it is a door
- Update(GameTime gameTime, bool isDoor)
- CheckCollision(GameObject obj)
- Draw(SpriteBatch sb, bool isDoor)

Level
- Draw(SpriteBatch sb)
- LoadFromFile(string filename)

ImportAttackPatterns
- List<Keys> AttackPattern
- bool isAFile(string filename)
- generatePattern()
- static Keys ConvertFromString(string keystr)

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