

LoadFromFile

- + wallData
- + spawnerData
- + coinData
- + doorData
- + monumentData
- + medkitData
- + explosiveData
- + nukeData
- + invinceData
- + invisData
- + BGGTChoices
- dataRead
- gameData
- xPos
- yPos
- textureNum

- + LoadFromFile()
- + loadFile()
- + update()
- + createData()
- + resetParamsForGame()