

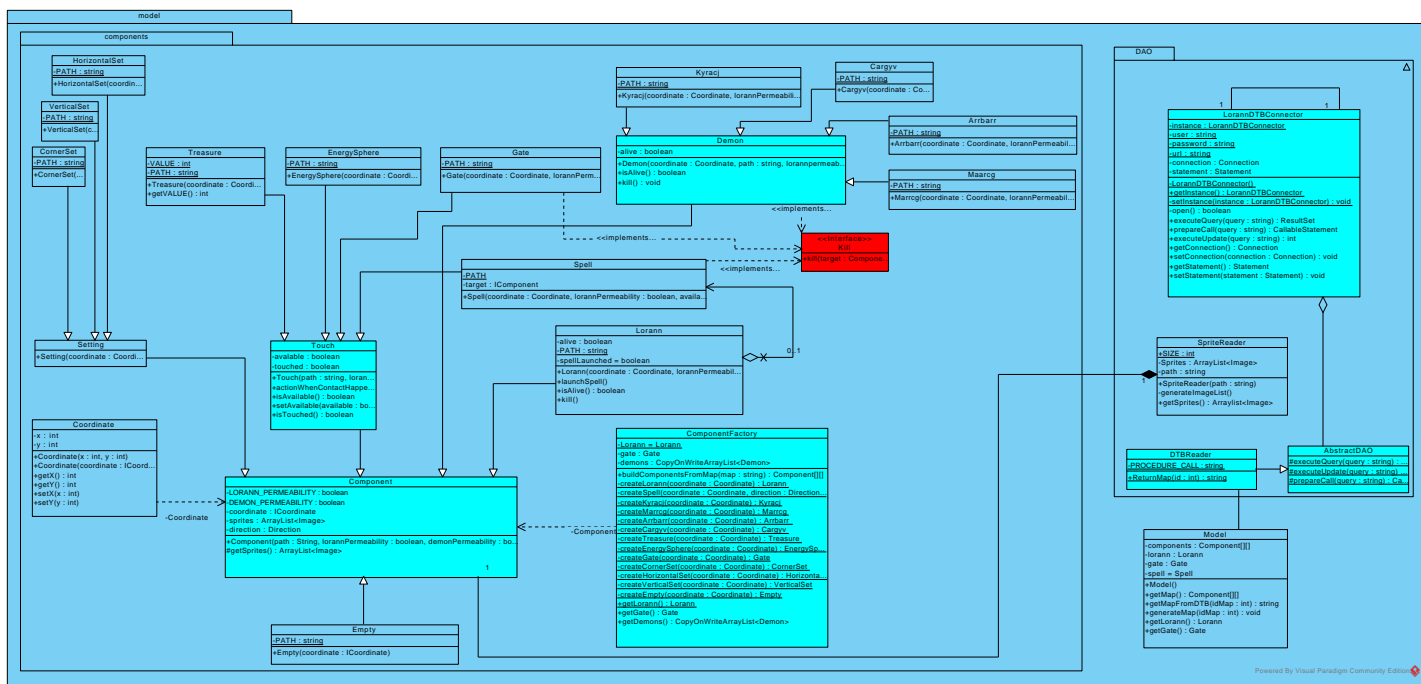
Main

Main

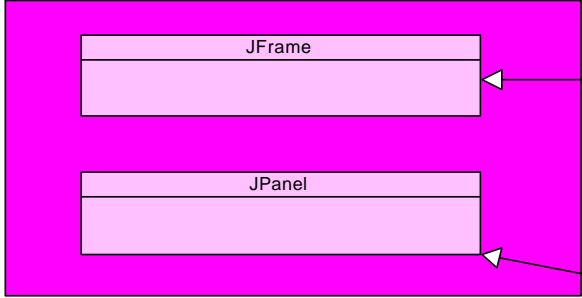
+main(args : string) : void

Powered By Visual Paradigm Community Edition

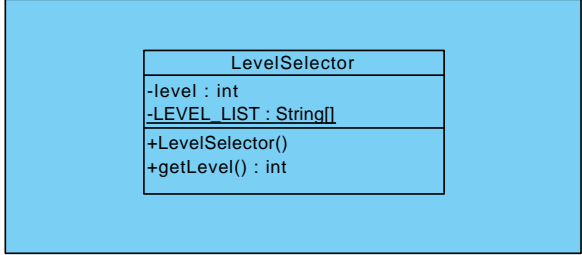




Javax.swing.\*



levelselector



gameview

