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| --- |
| Game Window |
| - originalTileSize: int  - scale: int  - tileSize: int  - maxScreenColumn: int  - maxScreenRow: int  - screenWidth: int  - screenHeight: int  - frames: int  - keyI: KeyInput  - gameThread: Thread  - obj: sObject[]  - player: MainCharacter |
| + GameWindow()  + startGameThread(): void  + run(): void  + update(): void  + paintComponent(g: Graphics): void |