





pickUp() World enter() 1:st (map) exit() 1ish くくっナン 45 Lattor Stay () tick() matrix (tile) Rendu Tr World (vord t int map

Render (Gant)

Same Sworld P 2 ()3 4) 9 (Intity tick ()) Renderer (inderl), in a p. tick()

2b : 2c

Player get Artion() + i/e, tick()