

edu.monash.fit2099.game

reset



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manages

1



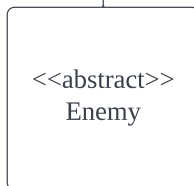
1

managed by

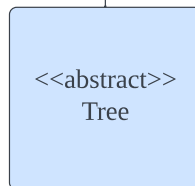
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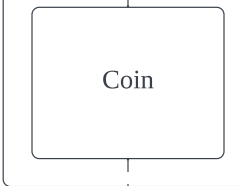
enemies



grounds



items



**Player**

extends

edu.monash.fit2099.engine

