```csharp
1  using UDK;
2
3  namespace Grafico1
4  {
5      public class MyGame : UDK.IGameDelegate
6      {
7
8          // ATRIBUTOS DE GAME
9
10         double widthCanvas = 10.0;
11         double heightCanvas = 10.0;
12
13         double r = 1.0;
14         double g = 1.0;
15         double b = 1.0;
16
17         CharacterType drawType;
18
19         List<Character> movingList;
20
21         World world;
22
23         public void OnLoad(GameDelegateEvent gameEvent)
24         {
25             world = new World();
26             world.CreateActers();
27             //world.CreateObjects();
28         }
29
30         public void OnAnimate(GameDelegateEvent gameEvent)
31         {
32
33         }
34
35         public void OnDraw(GameDelegateEvent gameEvent, ICanvas canvas)
36         {
37             // Canvas
38             canvas.Clear(r, g, b, 1.0);
39             canvas.Camera.SetRectangle(0, 0, widthCanvas, heightCanvas);
40
41
42             // Police
43             // Mejor con un getter de Policias??? Mas abajo
44             drawType = world.acters.ListPolice[0].GetCharacterType;
45             world.acters.ListPolice[0].Draw(canvas, drawType);
46
47
48             // Boss
49             drawType = world.acters.ListBoss[0].GetCharacterType;
50             world.acters.ListBoss[0].Draw(canvas, drawType);
51
52
```

```csharp
            // Minions
            // UNA SOLUCION MEJOR PARA EL FOR QUE PINTA TODOS LOS
               LADRONES
            for (int i = 0; i < world.listActers.Count; i++)
            {
                drawType = world.acters.ListMinion[i].GetCharacterType;
                world.acters.ListMinion[i].Draw(canvas, drawType);
            }

        }

        public void OnKeyboard(GameDelegateEvent gameEvent, IKeyboard
          keyboard, IMouse mouse)
        {
            movingList = world.GetPoliceList();

            if (keyboard.IsKeyDown(Keys.Up))
                movingList[0].posY += 0.01;

            if (keyboard.IsKeyDown(Keys.Down))
                movingList[0].posY -= 0.01;

            if (keyboard.IsKeyDown(Keys.Right))
                movingList[0].posX += 0.01;

            if (keyboard.IsKeyDown(Keys.Left))
                movingList[0].posX -= 0.01;
        }

        public void OnUnload(GameDelegateEvent gameEvent)
        {
        }
    }
}
```