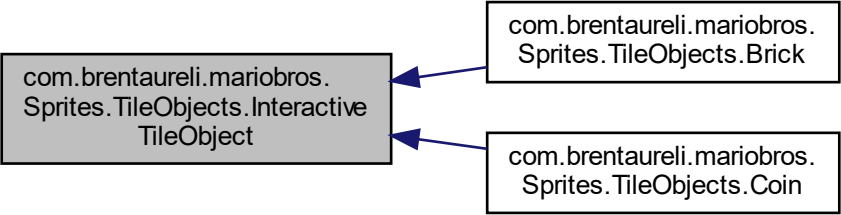


com.brentaureli.mariobros.  
Sprites.TileObjects.Interactive  
TileObject



```
classDiagram
    class Base["com.brentaureli.mariobros.Sprites.TileObjects.Interactive TileObject"]
    class Brick["com.brentaureli.mariobros.Sprites.TileObjects.Brick"]
    class Coin["com.brentaureli.mariobros.Sprites.TileObjects.Coin"]
    Base <|-- Brick
    Base <|-- Coin
```

com.brentaureli.mariobros.  
Sprites.TileObjects.Brick

com.brentaureli.mariobros.  
Sprites.TileObjects.Coin