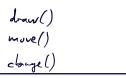
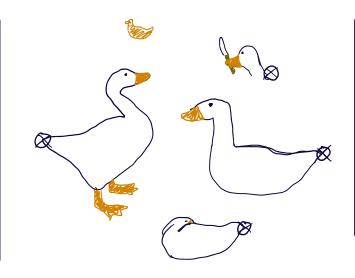


blan







## Reed

position: Vector size: munder mirror: boolean type: string

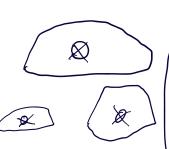
draw()
spose()



## Stone

position: Vector size: number type: string

draw ()



Frog

Position: Vector mirror : bodeau type: string

draw ()
jump()
croak ()



Lily Pad

position: Voctor size: number mirror: boolean

draw ()



HowePela

position: Vector

draw ()

