loyal::InputHandler

- +up = new Key(): Key
- +down = new Key(): Key
- +left = new Key(): Key
- +right = new Key(): Key
- +InputHandler(Loyal game): ctor
- +keyPressed(KeyEvent e): void
- +keyReleased(KeyEvent e): void
- +keyTyped(KeyEvent e): void
- +toggleKey(int keyCode, boolean isPressed): void

loyal::Loyal

- -serialVersionUID = 1L: long
- +WIDTH = 160: int
- +HEIGHT = WIDTH / 12 * 9: int
- +SCALE = 3: int
- +NAME = "Loyal": String
- +tickCount = 0: int
- +running = false: boolean
- -frame: JFrame
- -image = new BufferedImage(WIDTH, HEIGHT, BufferedImage.TYPE_INT_RGB): BufferedImage
- -pixels = ((DataBufferInt) image.getRaster().getDataBuffer()).getData(): int[]
- -colors = new int[6 * 6 * 6]: int[]
- -screen: Screen
- +input: InputHandler
- +level: Level
- +player: MapPlayer
- +Loyal(): ctor
- +init(): void
- +start(): void
- +stop(): void
- +run(): void
- +tick(): void
- +render(): void
- +main(String[] args): void