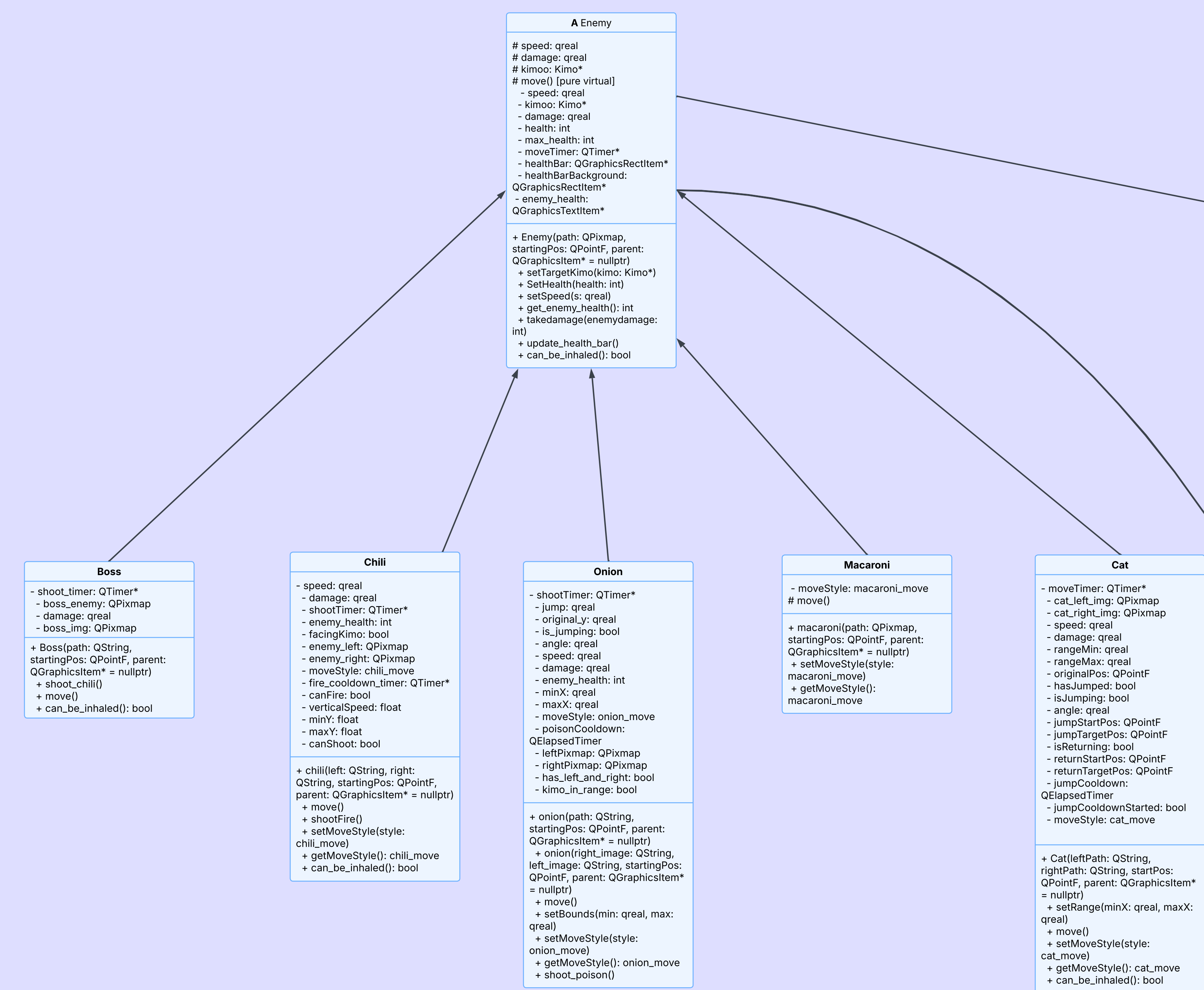
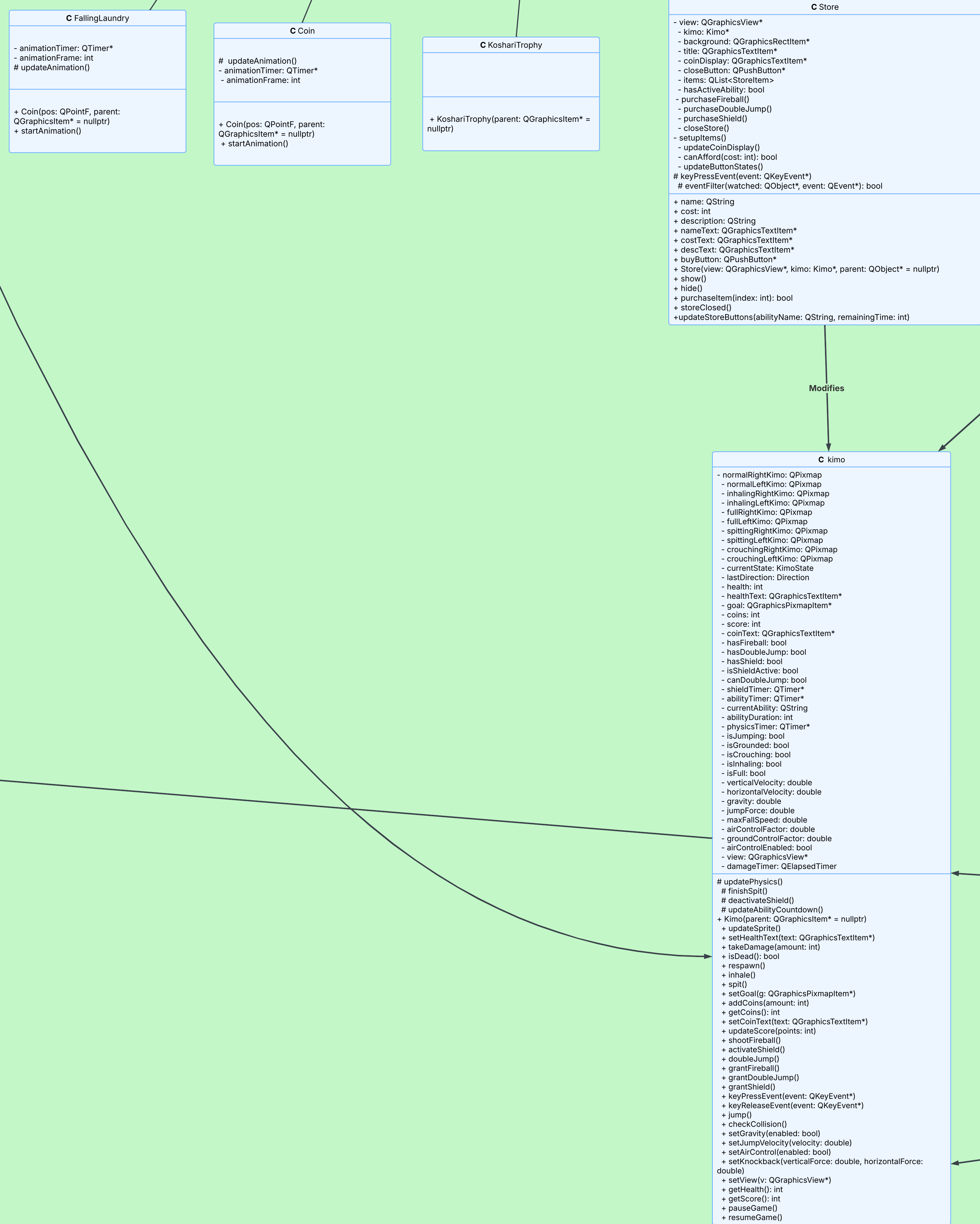


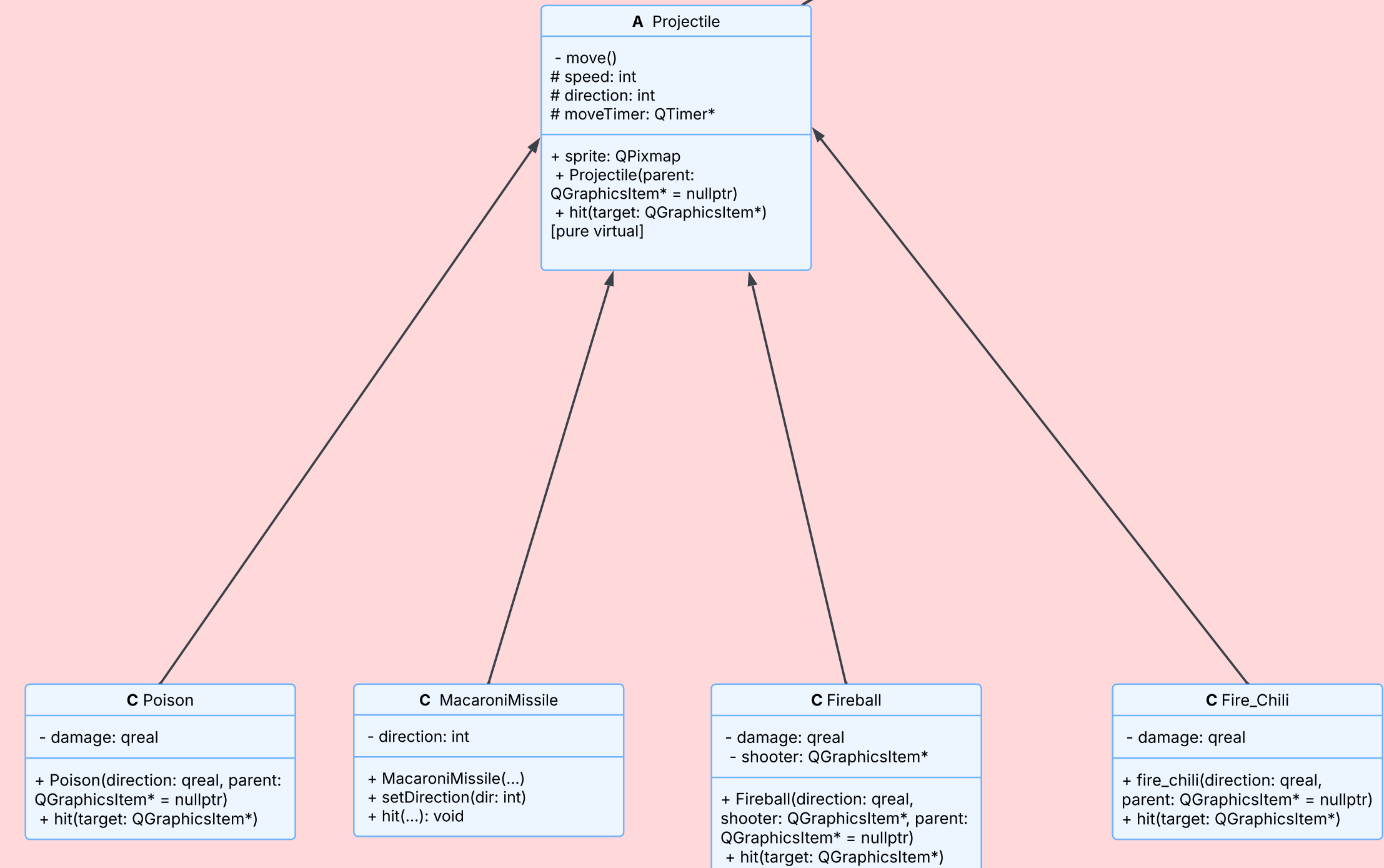
Enemy Classes



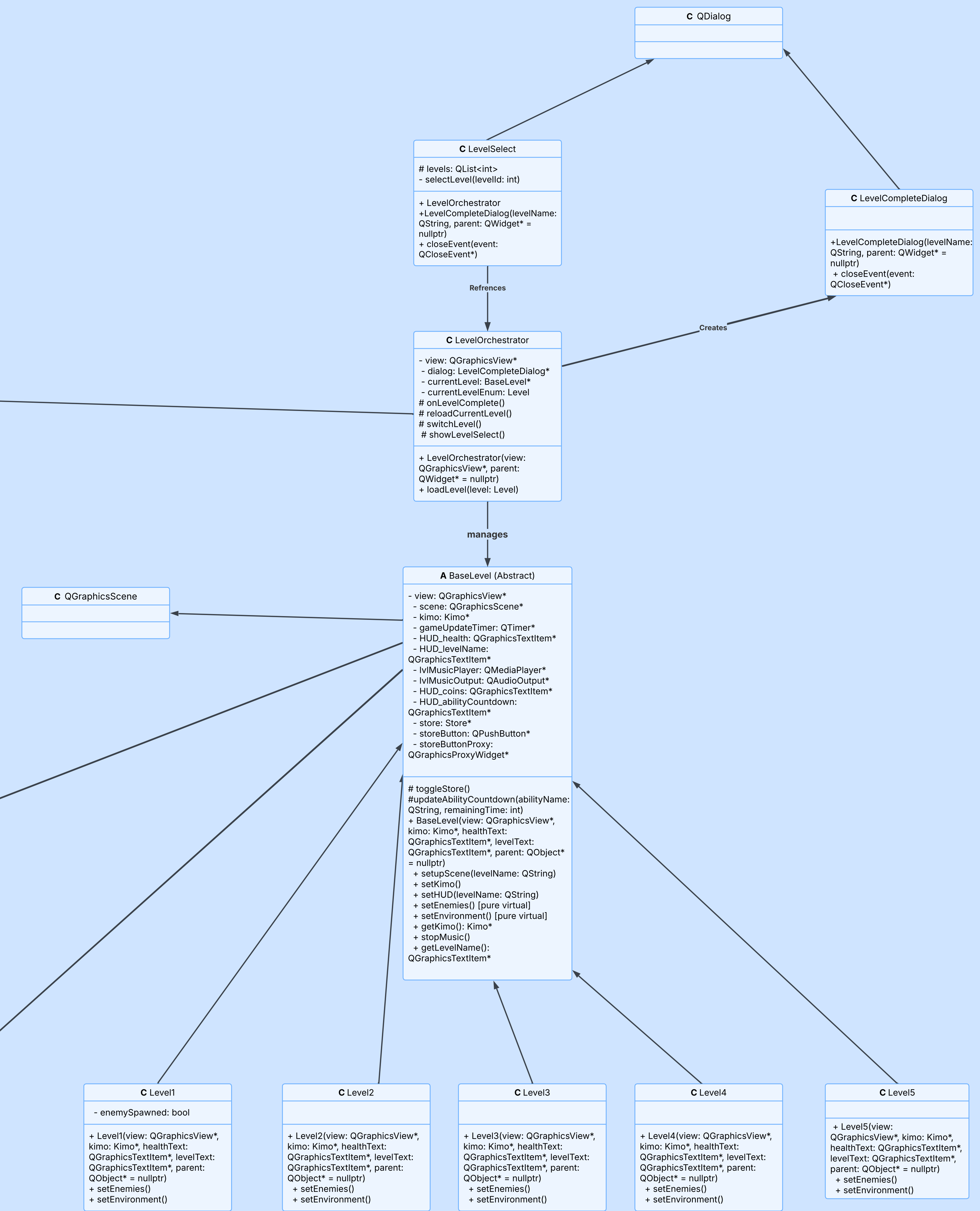
Miscellaneous Classes



Projectile Classes



Levels Classes



Platform Classes

