FinalReality

f 🔒	RESOURCE_PATH	String
f 🔒	controller	IGameController
f 🔒	width	double
f 🔒	height	double
f 🔒	cursorSprite	CursorSprite
f 🔒	playerCharacterLabels	Label[]
f 🔒	phaseInstructionsLabel	Label
f 🔒	userOptionLabels	Label[]

m	main(String[])	void
m	start(Stage)	void
m	getWidth()	double
m	getHeight()	double
m 🔒	setOnKeyLink(Scene)	void
m 🔒	setupButton(String, double, double, double, double, ImageView, EventHandler<ActionEvent>)	Hyperlink
m 🔒	makeButtonsGroup()	Group
m 🔒	makeUserOptionsGroup()	Group
m 🔒	makePlayerCharacterInformationDisplayGroup()	Group
m 🔒	makeBackgroundLayer()	Group
m 🔒	makeForegroundLayer()	Group
m 🔒	makeSpritesLayer()	Group
m 🔒	makeCursorLayer()	Group
m 🔒	setupTimer()	void
m 🔒	playSound(ActionEvent)	void
m 🔒	buttonAAction(ActionEvent)	void
m 🔒	buttonBAction(ActionEvent)	void
m 🔒	buttonC_LeftAction(ActionEvent)	void
m 🔒	buttonC_RightAction(ActionEvent)	void

📁 Package spritegroups