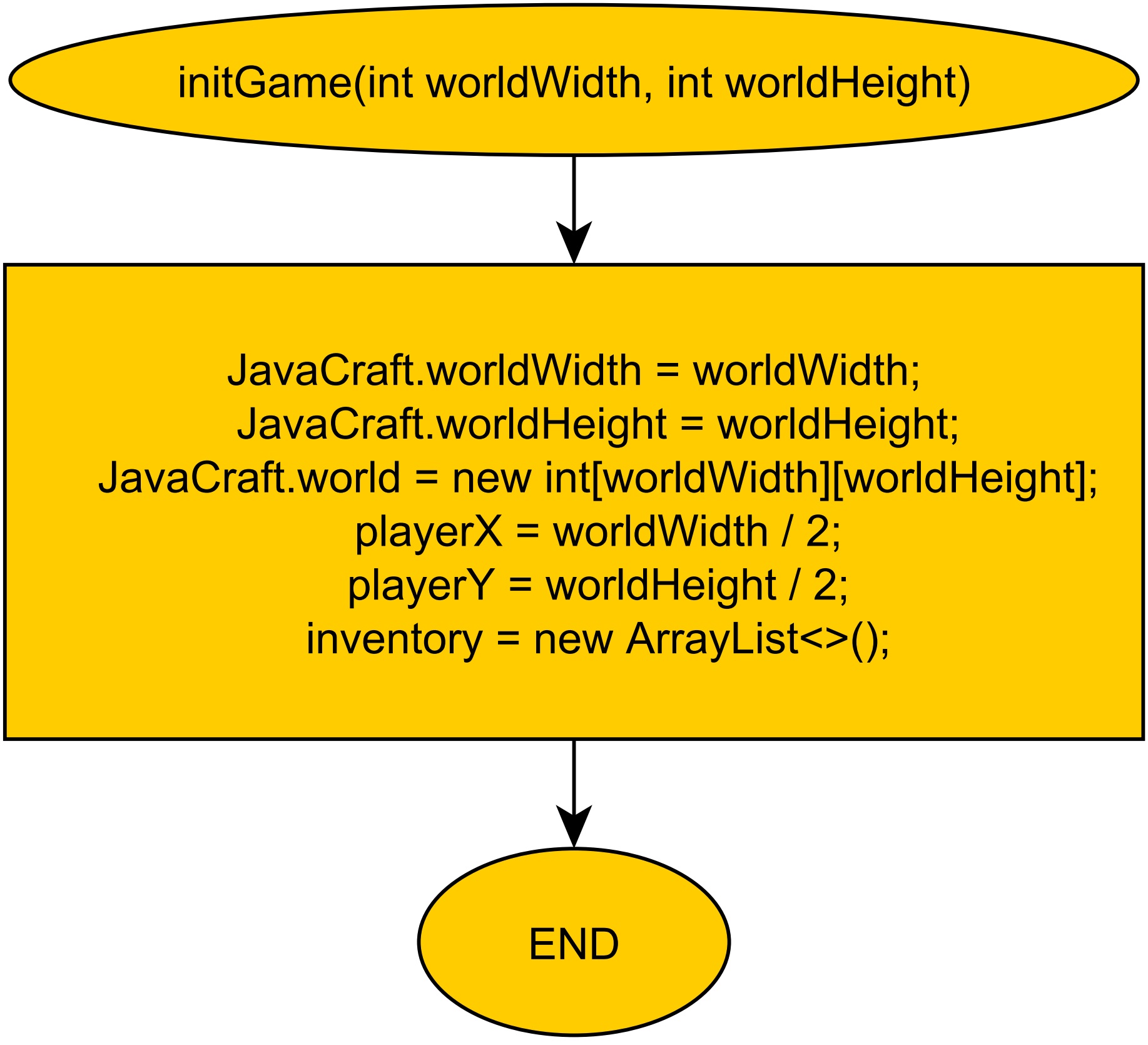
initGame(int worldWidth, int worldHeight)
JavaCraft.worldWidth = worldWidth;
JavaCraft.worldHeight = worldHeight;
JavaCraft.world = new int[worldWidth][worldHeight];
playerX = worldWidth / 2;
playerY = worldHeight / 2;
inventory = new ArrayList<>();
END