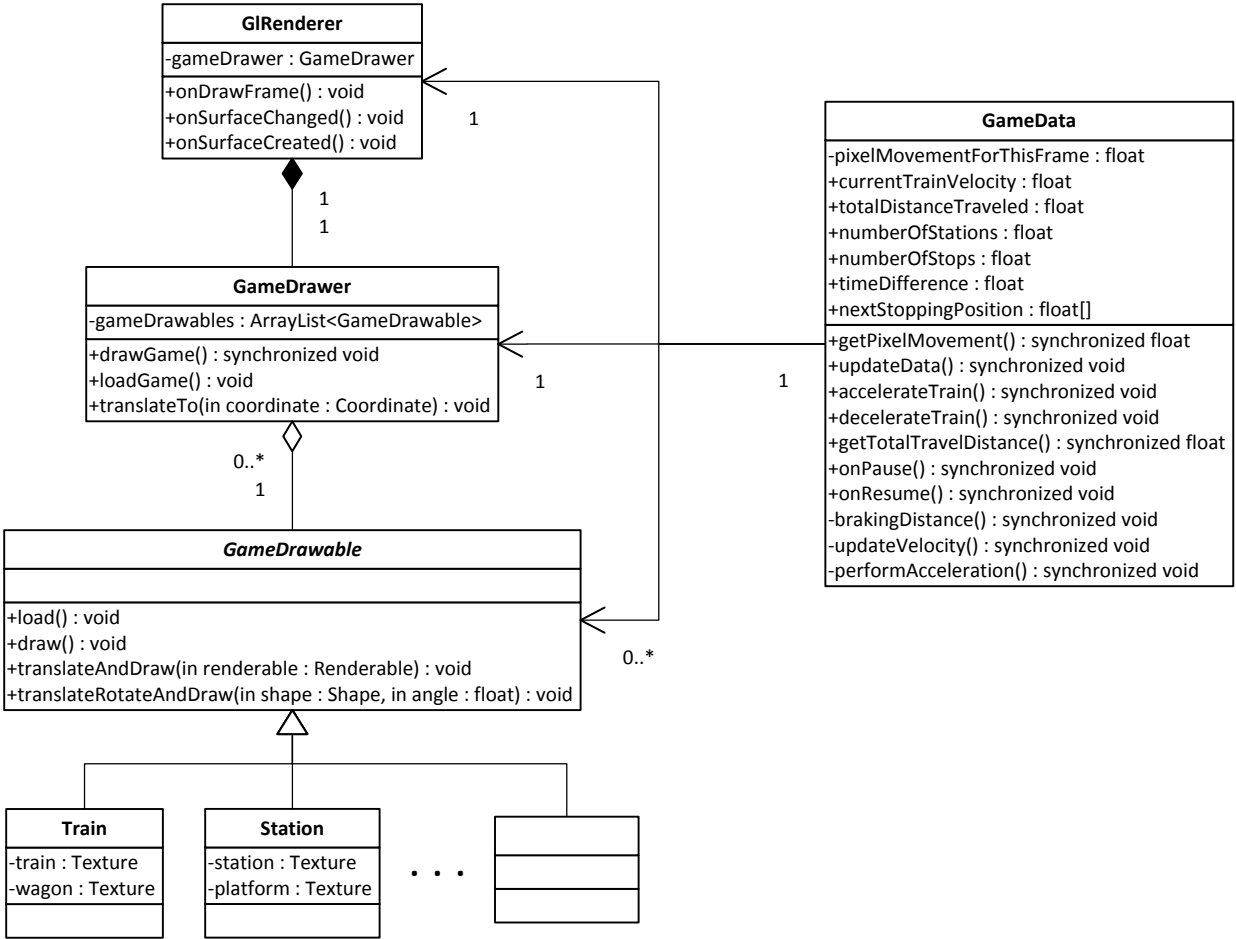
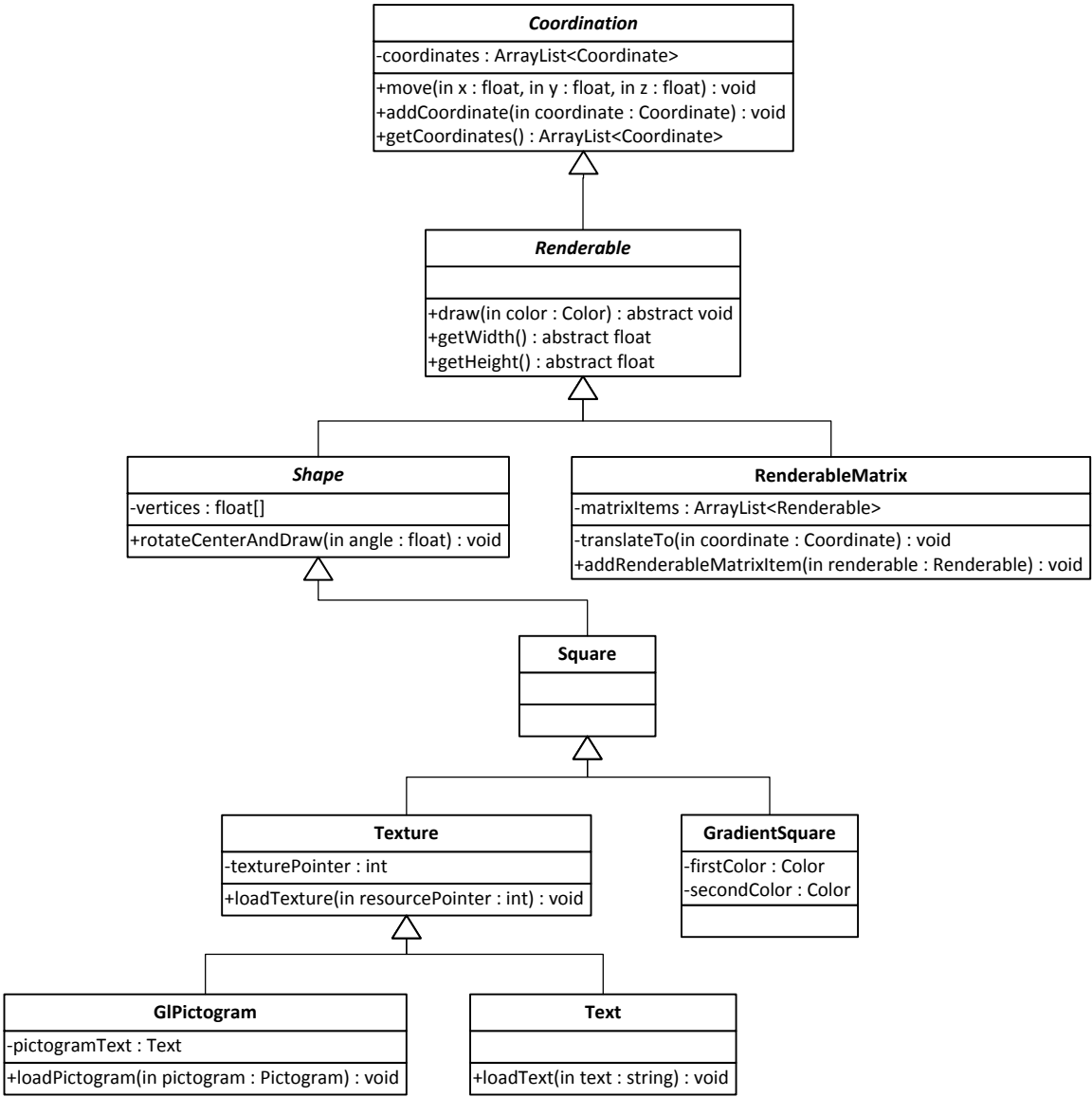
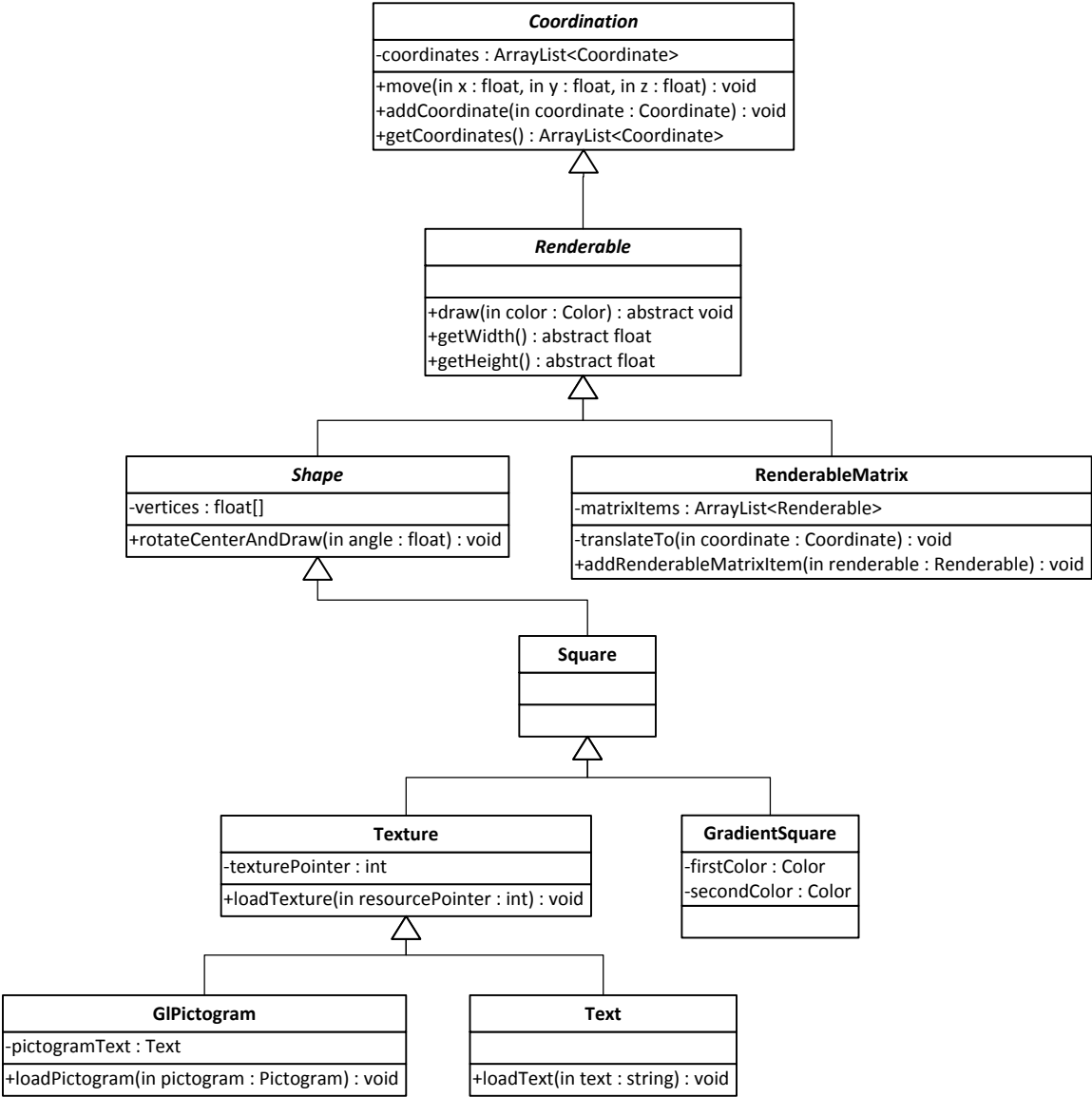
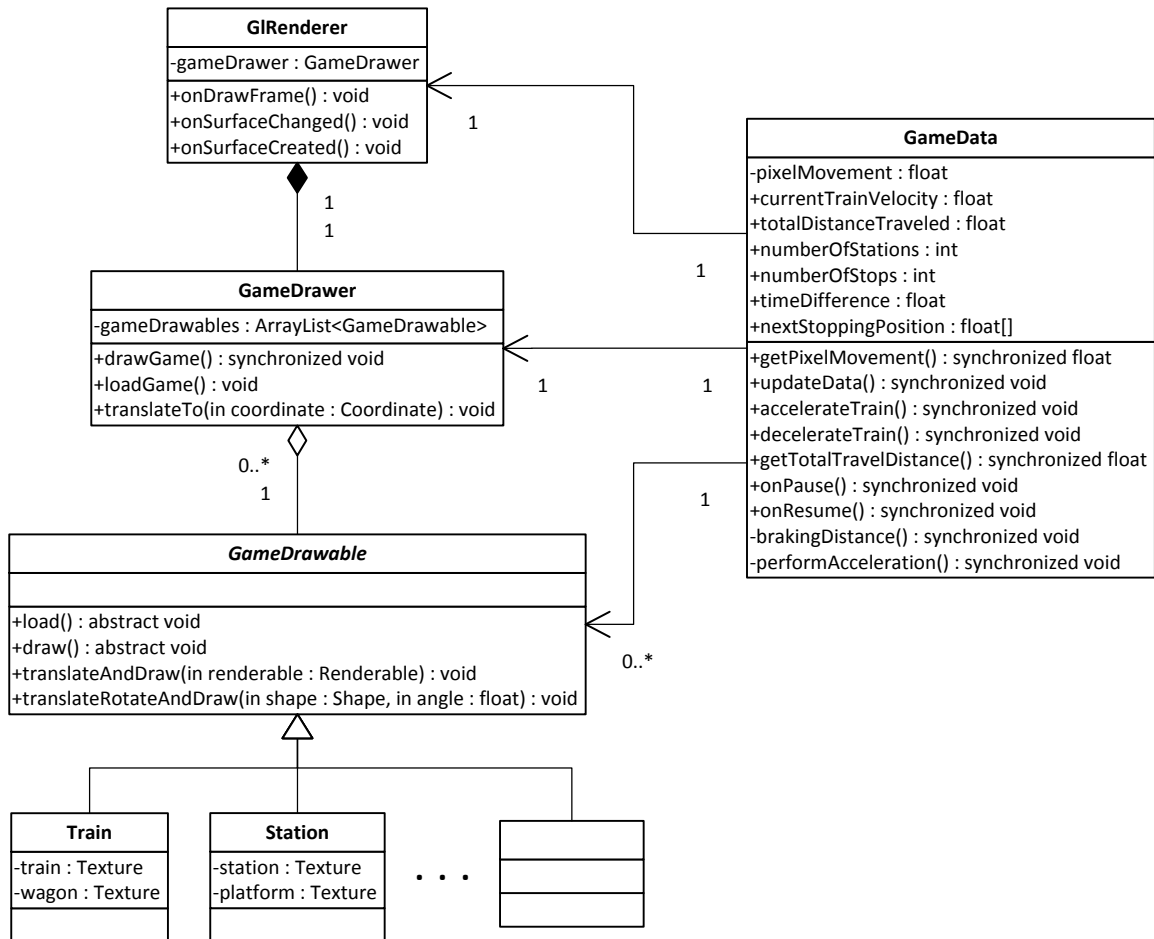


Coordinate	Color	ArrayList<Coordinate>	ArrayList<Renderable>	ArrayList<GameDrawable>	Pictogram	float[]







Class name
-Private Attribute +Public Attribute
-Private Method() +Public Method()

<i>Abstract class</i>