

## MelloMario.ICharacter

- + Active
- + CurrentWorld
- + Player
- + Sensing

- + Left()
- + LeftPress()
- + LeftRelease()
- + Right()
- + RightPress()
- + RightRelease()
- + Jump()
- + JumpPress()
- + JumpRelease()
- + Crouch()
- + CrouchPress()
- + CrouchRelease()
- + FireCreate()
- + SuperCreate()
- + NormalCreate()
- + Action()
- + Move()
- + Remove()