JsonConverter MelloMario.LevelGen.Json Converters.GameEntityConverter + CanWrite - listener soundListener - world backgroundType createFunc direction - entrance ignoredSet - length objectStackToBeEncapsulated obiFullSize - objPoint token obiVector - produceMode - propertyPair quantity - triangleSize Assembly Types + GameEntityConverter() + CanConvert() + ReadJson() + WriteJson() ItemConverter() EnemyConverter() CreateBrickOrQuestion() CreateSimpleBlock() - CreatePipeline() CreateFlag() - BlockConverter()

list

- type

BackgroundConverter()