

## MelloMario.IModel

- + ActivePlayer
- + IsPaused

- + ToggleFullScreen()
- + Pause()
- + Resume()
- + Init()
- + Reset()
- + Quit()
- + Update()
- + Infinite()
- + Normal()
- + Draw()
- + ToggleMute()
- + LoadLevel()
- + TransistGameWon()
- + Transist()