## MelloMario. IPlayer + Character + Camera + Coins + Score + Lifes + TimeRemain + AddCoin() + AddLife() + AddScore() + Init() + Spawn() + Reset() + Win() + Update() MelloMario.Theming.Player + Session + Character + Camera + Coins + Score + Lifes + TimeRemain + Player() + AddCoin() + AddLife() + AddScore() + Init() + Spawn() + Reset() + Win() + Update()