

- MarioForwardModel
 - getWorld method
- MarioLevel
 - getLevelTiles, getSpriteTemplates methods
 - removed enemy respawning
 - removed lastSpawnTime, get/setLastSpawnTick
 - new setSpriteType method
 - clone - spriteTemplates is now a deep copy
 - because it now changes
- MarioWorld
 - spawning reworked, getSprites
- BulletBill
 - missing alive in clone
- Enemy
 - getPrivateEnemyCopyInfo, PrivateEnemyCopyInfo, alive in clone
- FireFlower
 - getLife, alive in clone
- Fireball
 - isOnGround, alive in clone
- FlowerEnemy
 - getyStart, getWaitTime, clone - alive, facing, x, y
- LifeMushroom
 - isOnGround, getLife, alive in clone
- Mario
 - getPrivateMarioCopyInfo, PrivateMarioCopyInfo, clone - alive, oldLarge, oldFire, x, y
- Mushroom
 - isOnGround, getLife, alive in clone
- Shell
 - isOnGround, alive in clone