

**Files in HUD folder:**

ABox.cs  
AnimatedInventorySprite.cs  
BBox.cs  
BombCount.cs  
Cursor.cs  
HealthBar.cs  
InventoryScreen.cs  
InventorySprite.cs  
KeyCount.cs  
LevelName.cs  
LifeText.cs  
MapCompassHolder.cs  
RupeeCount.cs  
SelectionBoxItem.cs  
HUDTextureFactory.cs (see lines below)  
    Line 11  
    Line 33  
    Lines 63-103

**Files in Collisions Folder:**

PlayerProjectileCollisionHandler.cs (see lines below)  
    Lines 63-71  
    Lines 76-79

**Files in Players Folder:**

PlayerInventory.cs (see lines below)  
    Line 28  
    Lines 73-75

**Files in UsableItems Folder:**

UsablePotion.cs

ICommand.cs (see lines below)

Line 26  
Lines 28-32  
Line 43  
Lines 45-49  
Line 60  
Lines 62-66  
Line 77  
Lines 79-82  
Line 94  
Line 106  
Line 118





