Files

- GameStateMachine.cs
  - Extracted elements from LegendOfZeldaDungeon.cs
  - RoomDraw()
    - NextRoom?.Draw
    - stashedBlocks
  - GoToTheStart()
  - UpdateGameObjectEnumerable<T>()
  - Worked on some of the reset methods
  - StashBlocks()
- ICommand.cs
  - MoveRoom commands
- LegendOfZeldaDungeon.cs
  - Trimmed down contents, extracting to GameStateMachine.cs
- Collisions
  - PlayerCollisionHandler.cs
    - HandleEnemyProjectileCollision()
      - ➤ Added BlockingDirection to IPlayer
  - PlayerProjectileCollisionHandler.cs
    - HandleItemCollision()
- Display
  - Camera.cs
    - Collaborated with Yonace
- HUD
  - PauseMap.cs & PauseMapRoom.cs
    - Collaborated with Kristin
- Objects
  - Doors
    - ChangeRoom() in every file in the directory
  - MoveableRaiseBlock.cs
    - Update()
    - Reset()
  - PressurePlate.cs
- Players
  - LinkPlayer
    - LinkStates
      - ➤ Update() in all Walking states
  - PlayerProjectiles
    - SwordProjectile.cs
      - ➤ SpawnSwordBeam()
    - SwordBeamProjectile.cs
      - ➤ SpawnSwordExplosion()
      - ➤ Die()
    - SwordBeamExplosionProjectile.cs