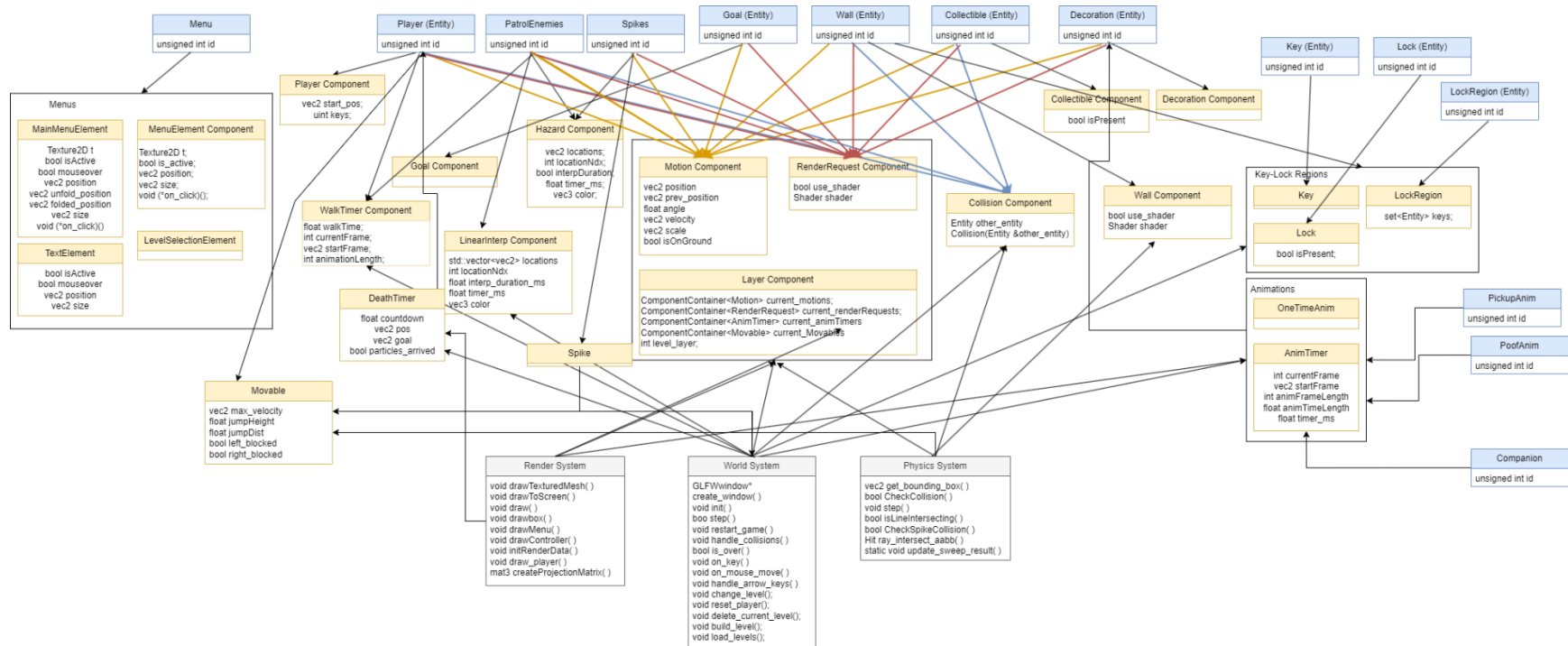


Entities: Menu, Player, PatrolEnemies, Spikes, Goal, Wall, Collectible, Decoration, Key, Lock, LockRegion, PickupAnim, PoofAnim, Companion

Components: Player, Goal, MainMenuElement, MenuElement, TextElement, LevelSelection, WalkTimer, DeathTimer, Movable, LinearInterp, Hazard, Spike, Motion, RenderRequest, Collectible, Collision, Decoration, Wall, OneTimeAnim, AnimTimer, Key, Lock, LockRegion



\*To reduce clutter, not all entities have all arrows included. All gameplay entities (aside from LockRegion) have a Motion and RenderRequest component

\*For organization's sake, related components are grouped together. An entity that points at this box is related to all of the components contained within.