























	SpriteSheet	
		sheet	BufferedImage
		SpriteSheet(BufferedImage)	
		crop(int, int, int, int)	BufferedImage



«create»

		Asset	
		player	BufferedImage
		wall	BufferedImage
		floor	BufferedImage
		bullet	BufferedImage
		walker	BufferedImage
		crawler	BufferedImage
		tank	BufferedImage
		init()	void