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  Application()
  launch(Class<? extends Application>, String...) void
  launch(String...) void
  init() void
  start(Stage) void
  stop() void
  getHostServices() HostServices
  getParameters() Parameters
  notifyPreloader(PreloaderNotification) void
  getUserAgentStylesheet() String
  setUserAgentStylesheet(String) void



  FinalReality
  main(String[]) void
  start(Stage) void
  toSetTeam(Stage) void
  setTeamTimer() void
  toSelectInventory(Stage) void
  setWeaponTimer() void
  toSetCPUTeam(Stage) void
  setCPUTeamTimer() void
  toEquipWeapons(Stage) void
  setEquipMenuTimer() void
  toBattleground(Stage) void
  setBattlegroundTimer() void
  updateWeaponList(ComboBox) void
  getSelectedCharacterClassAsString() String
  getSelectedWeaponClassAsString() String
  nameInput() TextField
  startButton() Button
  numOfCharacterOptions() ComboBox
  ButtonWithImage(String, int, int) Button
  textField(int, int) TextField
  SelectFactoryButton(String, int, int) Button
  getWeaponMiniSpritePATH(IWeapon) String
  getPlayerCharacterModeSpritePATH(ICharacter, String) String