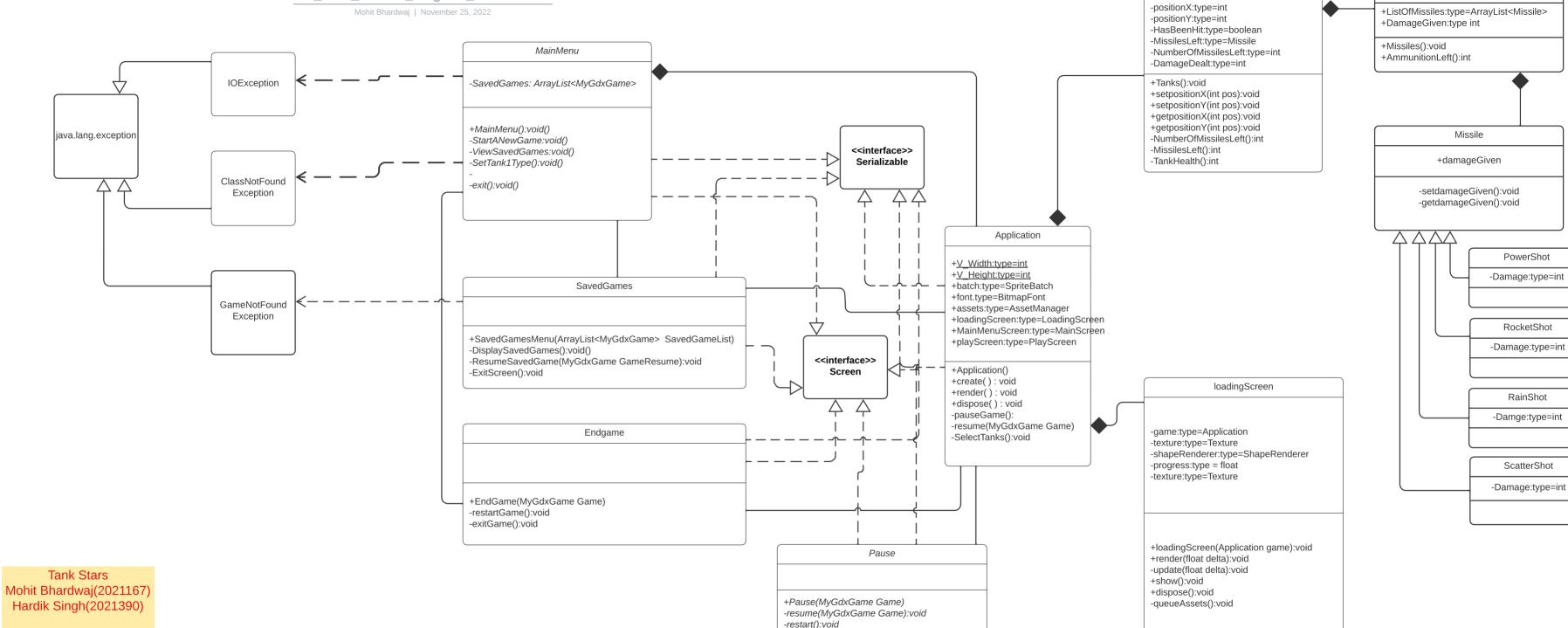
## AP\_UML\_CLASS\_diagram\_submission



-SaveGame(MyGdxGame Game ):void

Missiles

PowerShot

RocketShot

RainShot

ScatterShot