jdungeon.frontend.GUI

+ NewGame()
+ save()
+ load()
+ updatePoint()
+ quit()
+ end()
+ restart()

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jdungeon.frontend.Game

- map
- panel
- listener
- w
- clone
- menuData
- dim
- basicImag
- serialVersionUID

+ Game()
+ end()
+ endMap()
+ load()
+ NewGame()
+ onBossDeath()
+ onMapChange()
+ onPlayerDeath()
+ quit()
+ restart()
+ save()
+ start()
+ startGame()
+ updatePoint()
- askName()
- startListener()