

## S\_Resource manager

- + font
- + MoneyDisplay
- + HealDisplay
- + ManaDisplay
- + TextColor
- + PlayerDownClips
- + PlayerUpClips
- + PlayerRightClips
- + PlayerLeftClips
- + EndbossClips

- + initialize()
- + get\_Surface()
- + play\_GameBackgroundMusic()
- + get\_SoundEffect()
- + get\_Resource manager()