

## LoadingGameObjects

- game\_objects
- npc\_game\_objects
- platform\_game\_objects
- edge\_game\_objects
- tile\_objects
- animation\_actors
- count
- npc\_count
- tileX\_count
- tileY\_count
- edgeTwoSided

- + LoadingGameObjects()
- + ~LoadingGameObjects()
- + Load\_XML\_SPLASH\_SCREEN()
- + Load\_XML\_ASSETS()
- + generate\_textures()
- + return\_game\_objects()
- + return\_npc\_game\_objects()
- + return\_edge\_game\_objects()
- + return\_platform\_game\_objects()
- + return\_tile\_objects()
- + return\_animation\_actors()