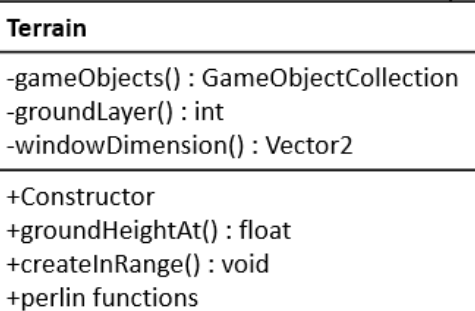
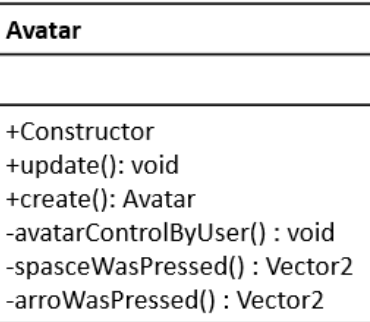
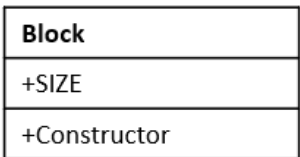
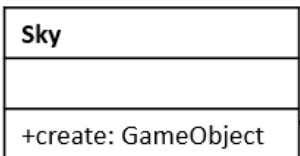
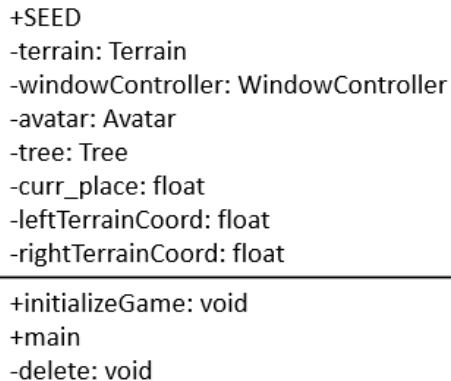


Package: pepse.world



Package: pepse

PepseGameManager



Package: pepse.world.daynight

Night

```
classDiagram
    class Night {
        +create: GameObject
    }
```

Sun

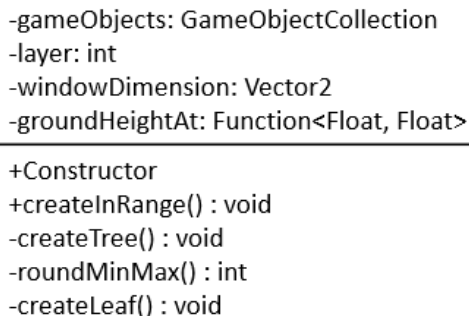
```
classDiagram
    class Sun {
        +create: GameObject
    }
```

SunHalo

```
classDiagram
    class SunHalo {
        +create() : GameObject
    }
```

Package: pepse.world.trees

Tree



Leaf

