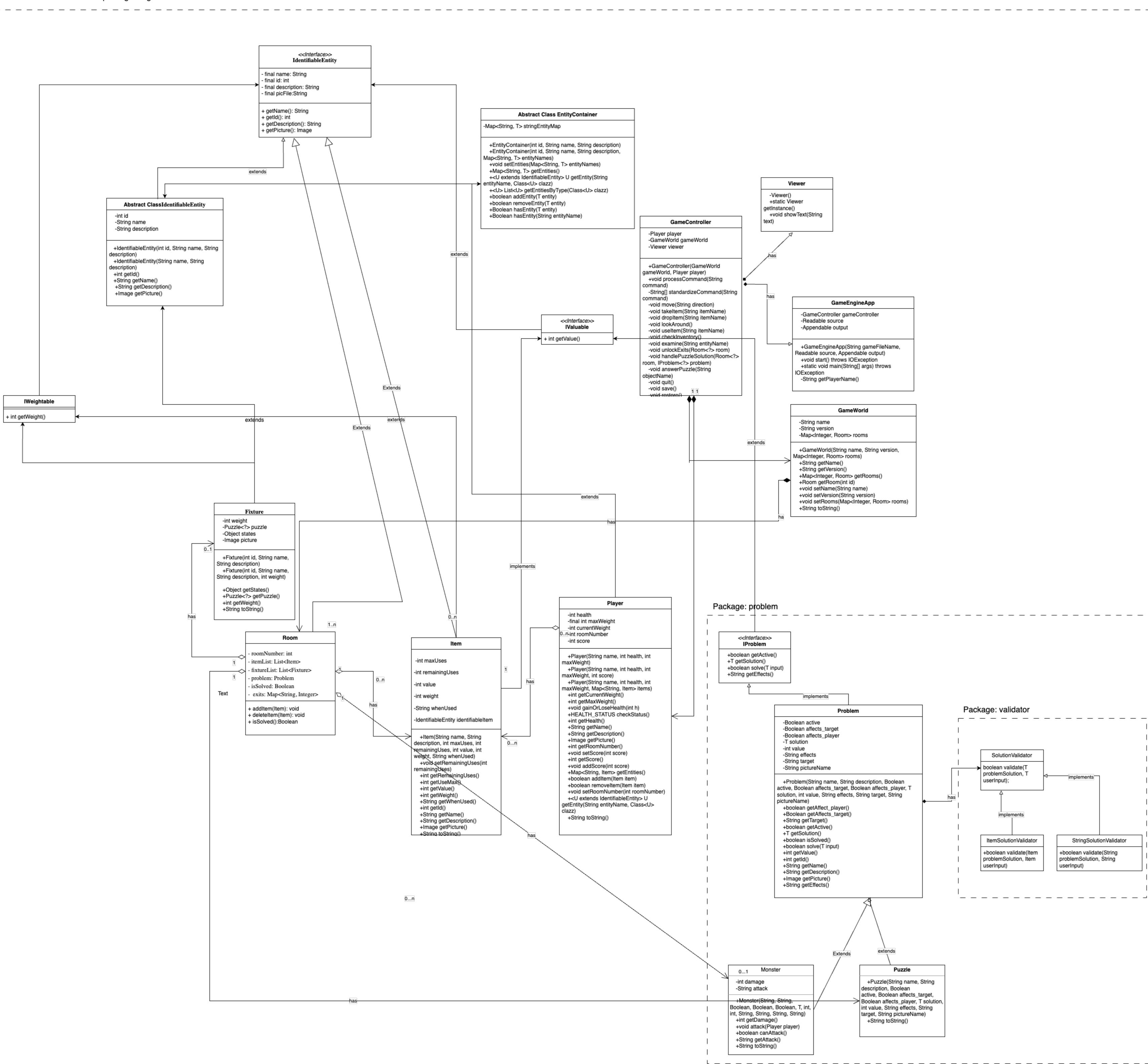
package: enginedriver



Package: jsonreader

GameControllerDeserializer

+GameController deserialize(JsonParser jsonParser, DeserializationContext context) throws IOException, JsonProcessingException

GameDataLoader -static ObjectMapper mapper

+static GameWorld loadGameWorld(String fileName) throws IOException +static void saveGameWorld(GameWorld gameWorld, String fileName)

PlayerDeserializer

+Player deserialize(JsonParser jsonParser, DeserializationContext context)

GameWorldDeserializer

+GameWorld deserialize(JsonParser jsonParser, DeserializationContext context)