

KeyServices

IsKeyDown()
IsKeyPressed()
IsKeyReleased()
IsKeyUp()

AudioServices

Initialize()
LoadSounds()
PlaySounds()
Release()
UnloadSounds()

VideoServices

Initialize()
CleaBuffer()
DrawImage()
DrawRectangle()
DrawText()
FlushBuffer()
IsWindowOpen()
LoadFonts()
LoadImages()
Release()
UnloadFonts()
UnloadImages()

RayLib

Import all this

Action

Execute()

ActionCallBack

OnNext()

ChangeSceneA

KeyService
NextScene

ChangeSceneA()
Execute()

CheckOverA

Execute()

CollideEnemyA

AudioService

Execute()

CollideWallA

Execute()

WalkA

KeyService

Execute()

DrawPlayerA

VideoService

Execute()

DrawEnemyA

VideoService

Execute()

DrawMapA

VideoService

Execute()

DrawHUDA

VideoServie

Execute()
DrawLabel()

EndDrawingA

VideoService

Execute()

InitializeDevicesA

AudioService
VideoService

Execute()

LoadAssestsA

AudioService
VideoService

Execute()

MoveEnemyA

Execute()

PlaySoundA

AudioService
Filename

Execute()

ReleaseDevicesA

AudioService
VideoService

Execute()

Script

Dictionary

AddAction()
ClearActions()
ClearAllActions()
GetActions()
RemoveAction()

StartDrawingA

VideoService

Execute()

TimedChangeSceneA

NextScene
Delay
Start

Execute()

UnloadAssestsA

AudioService
VideoService

Execute()