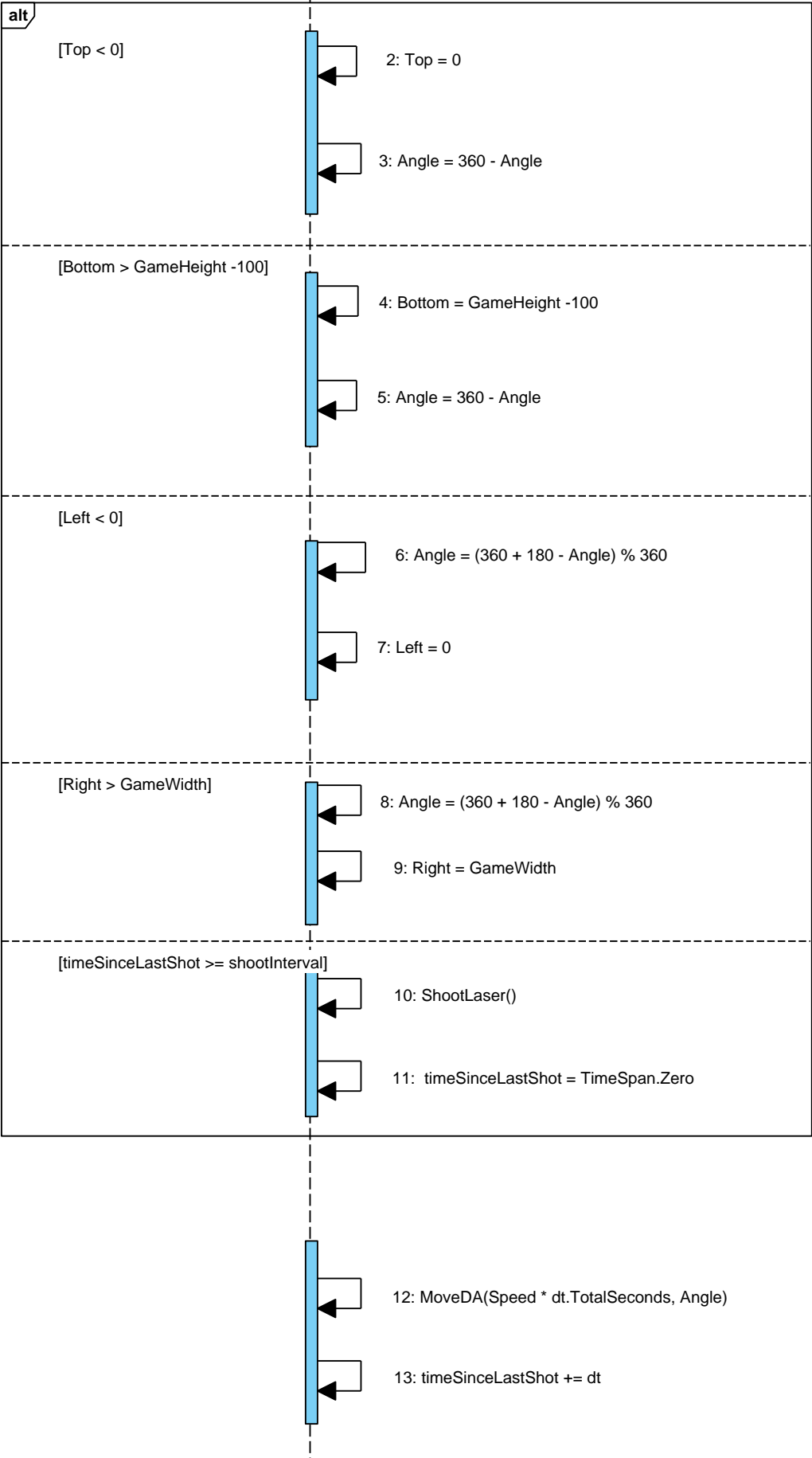
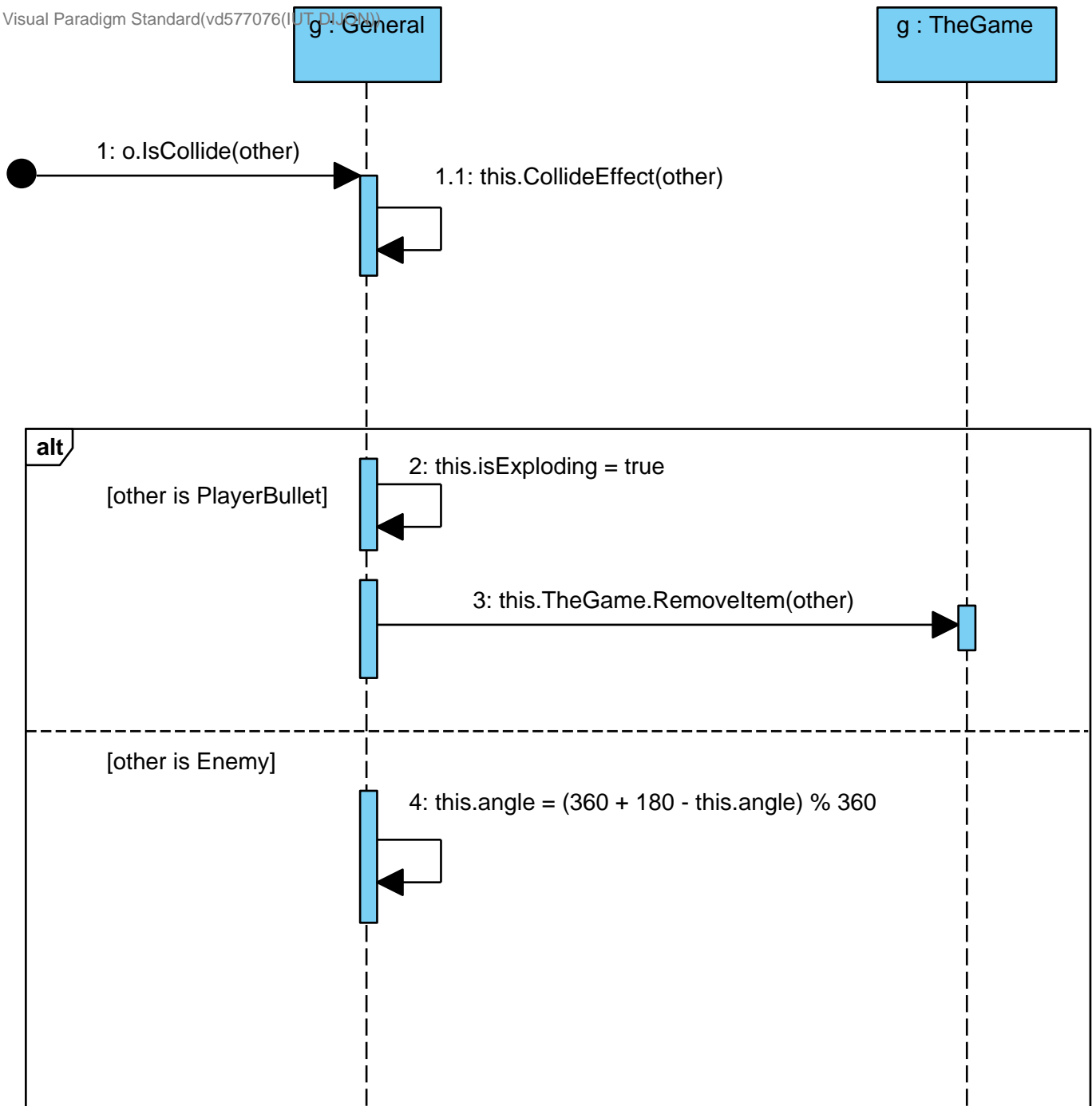


general : General

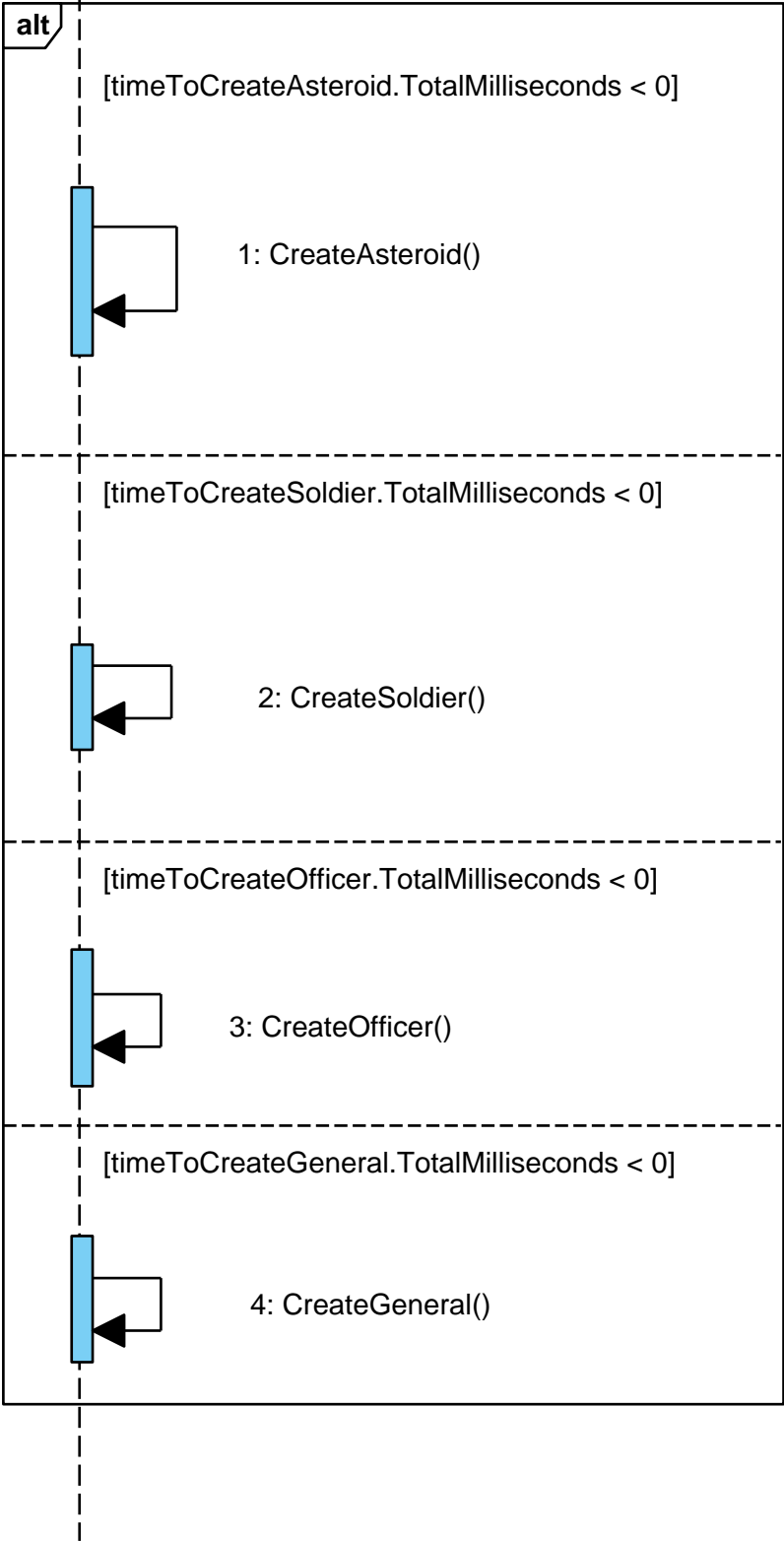
1: Animate(dt : TimeSpan)

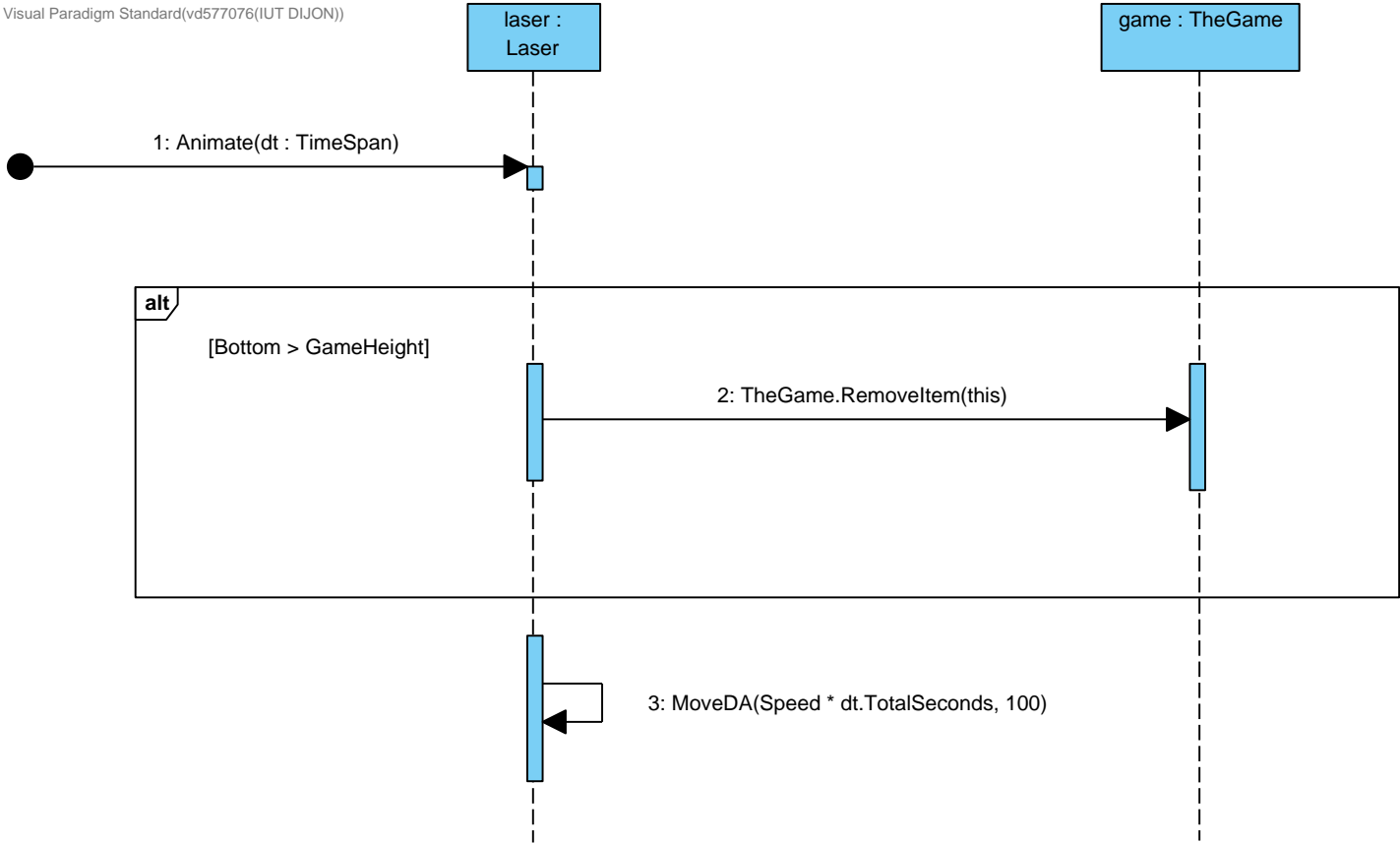




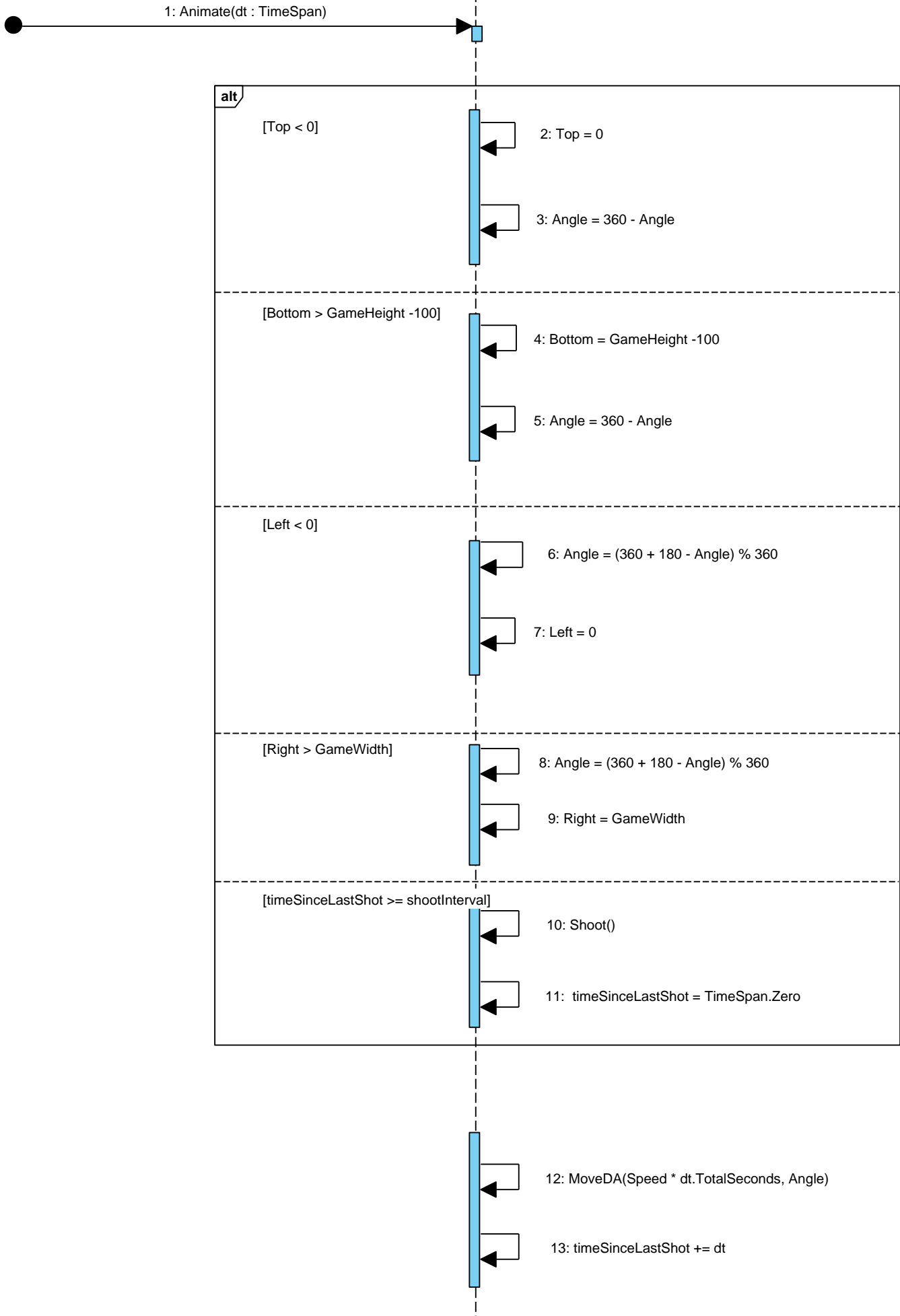


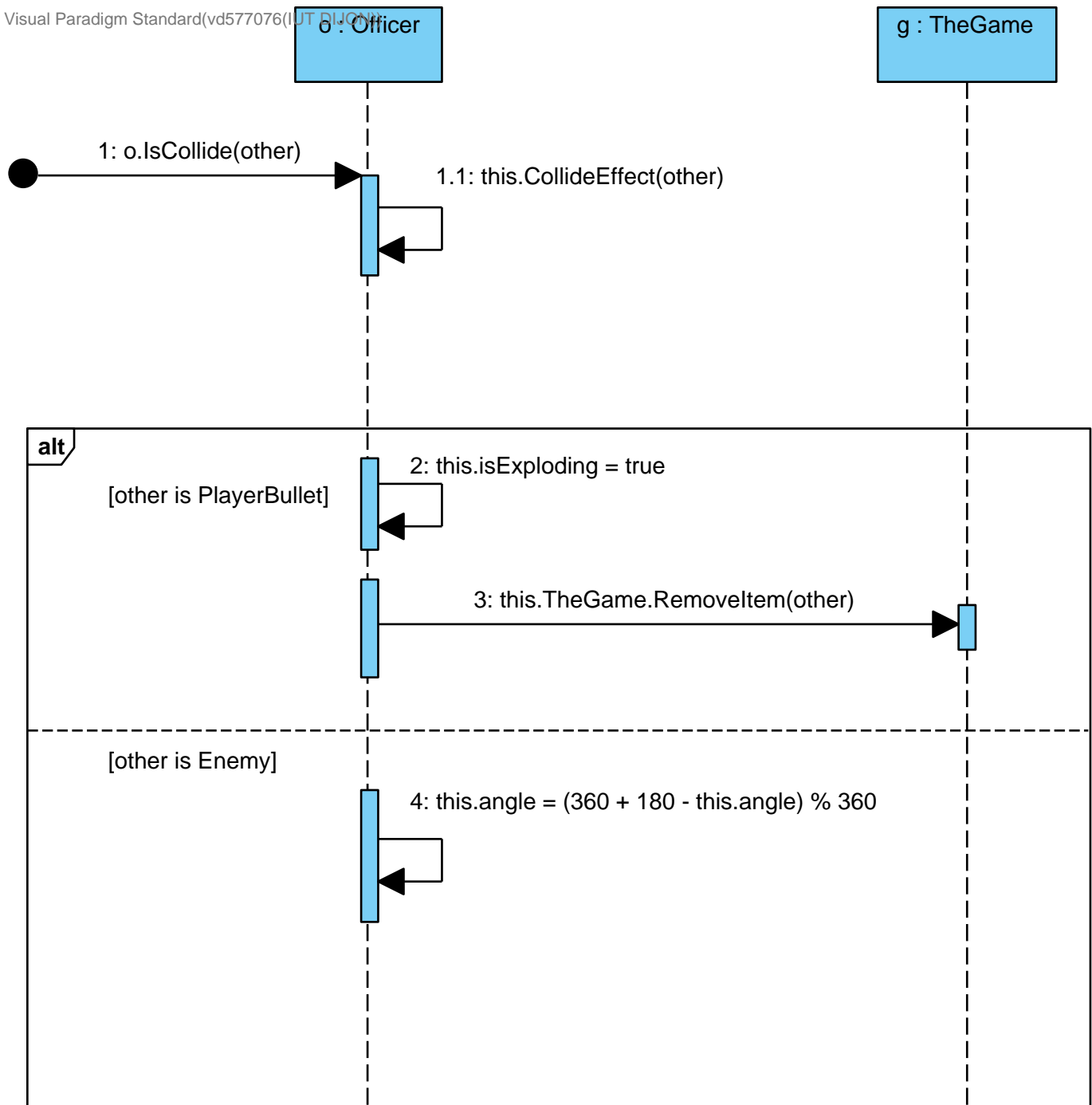
g : GeneratorEnemy

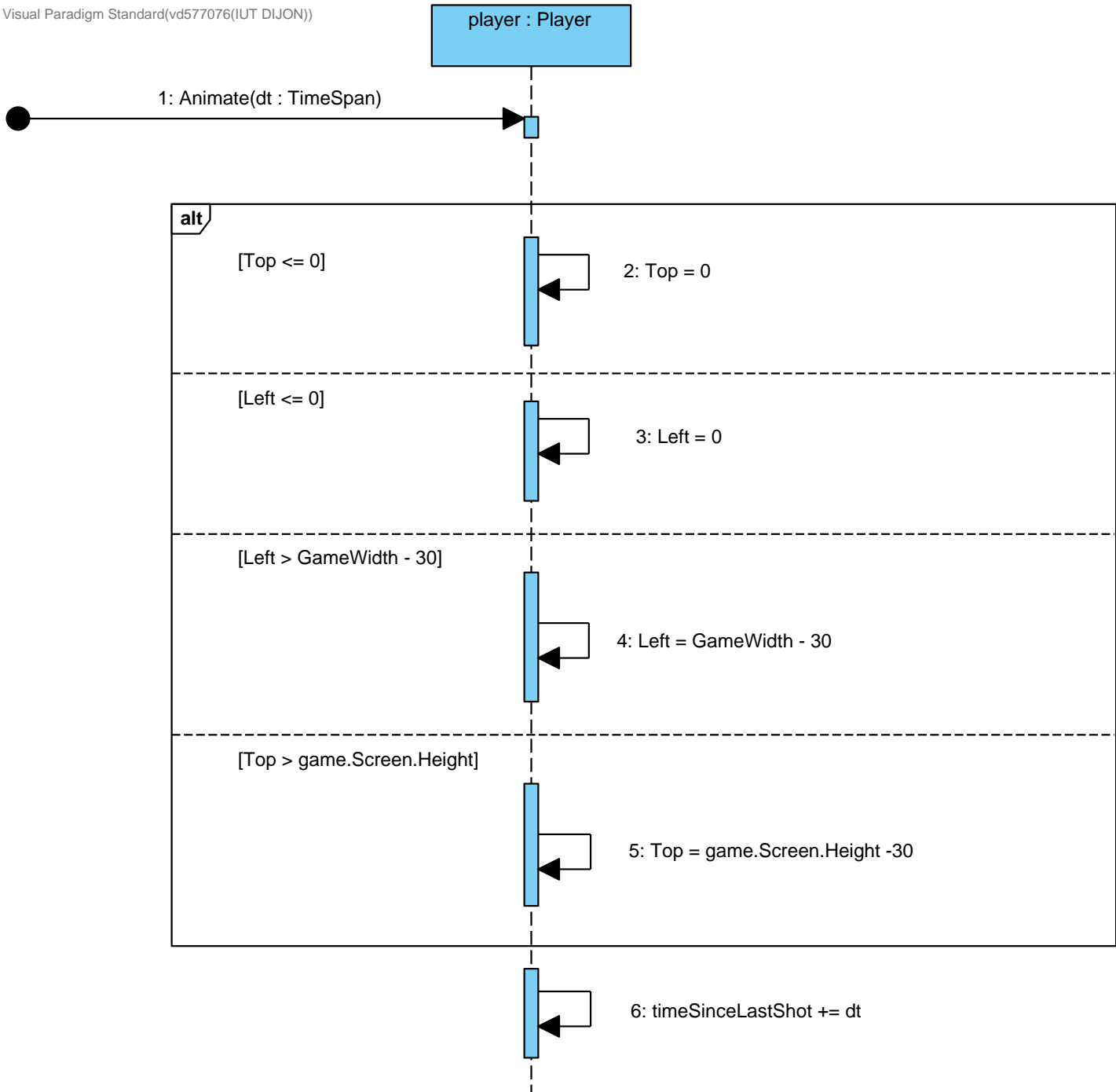


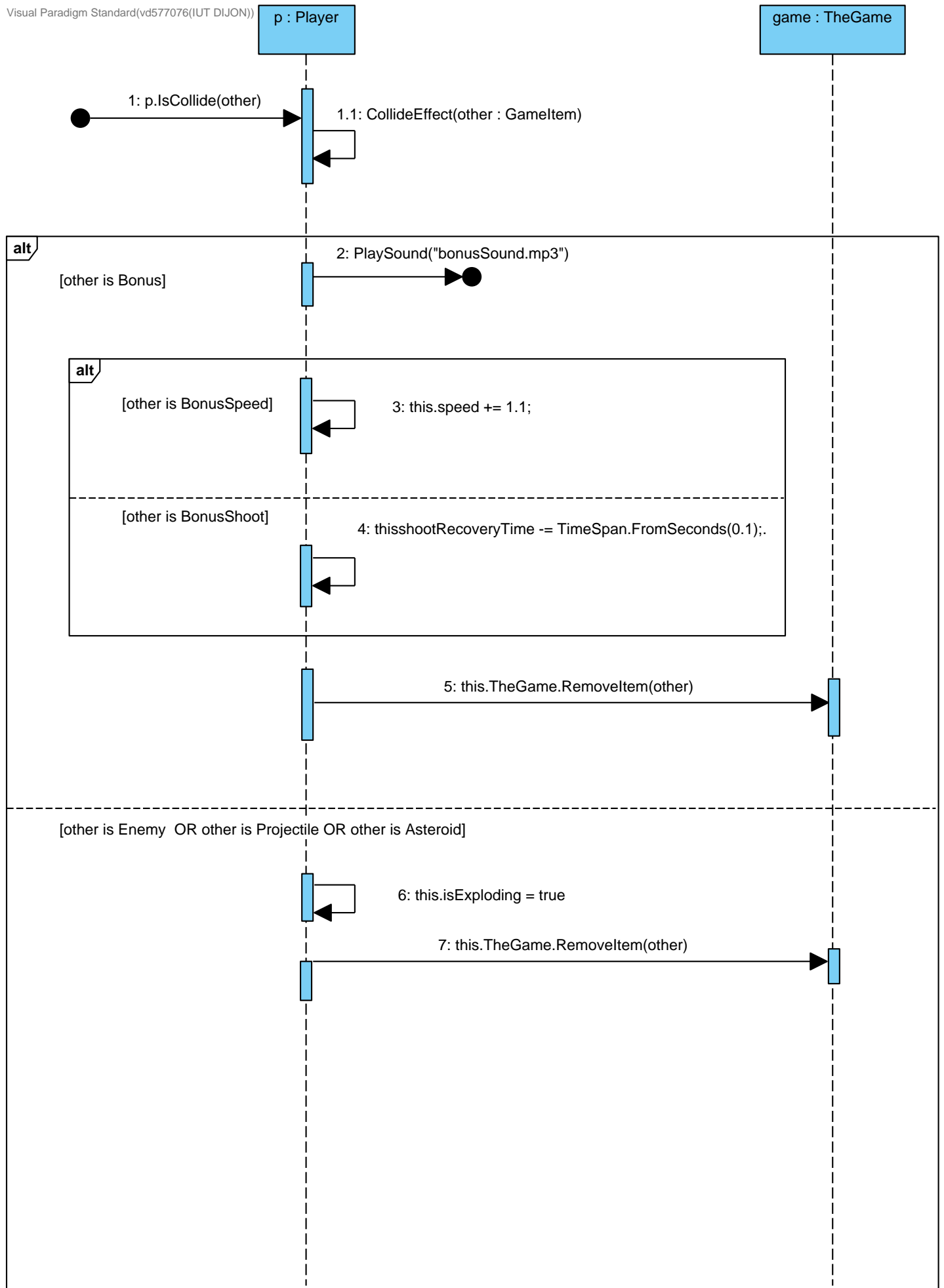


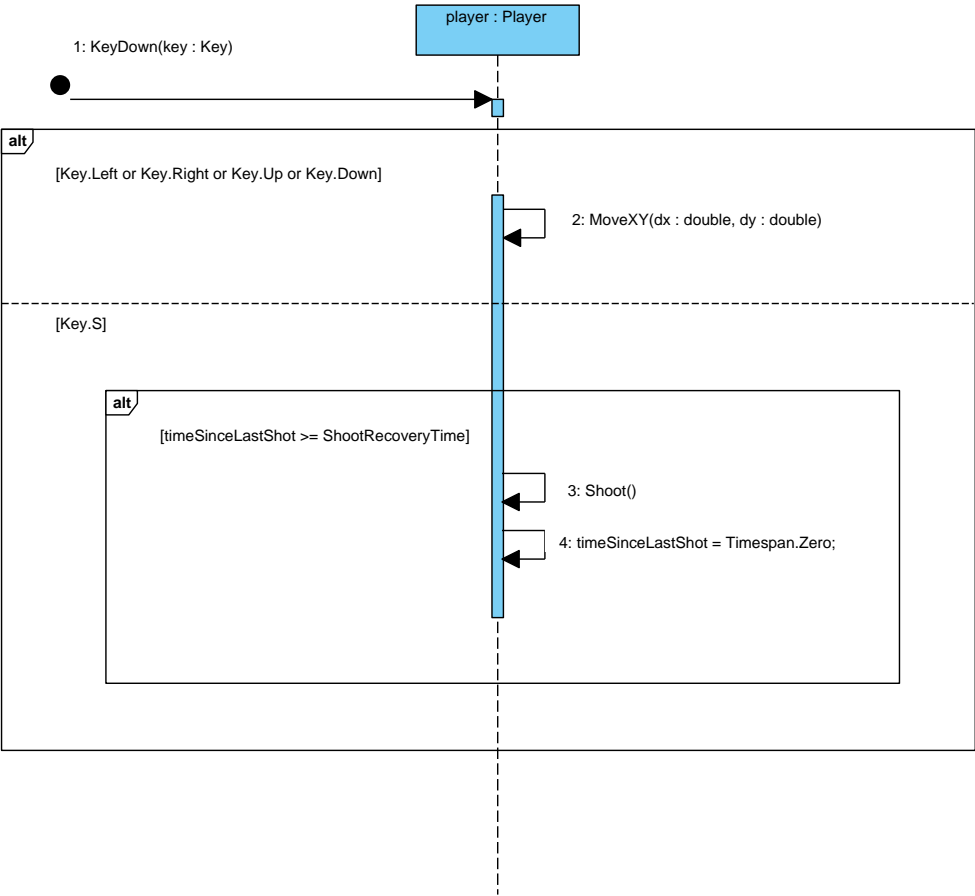
officer : Officer





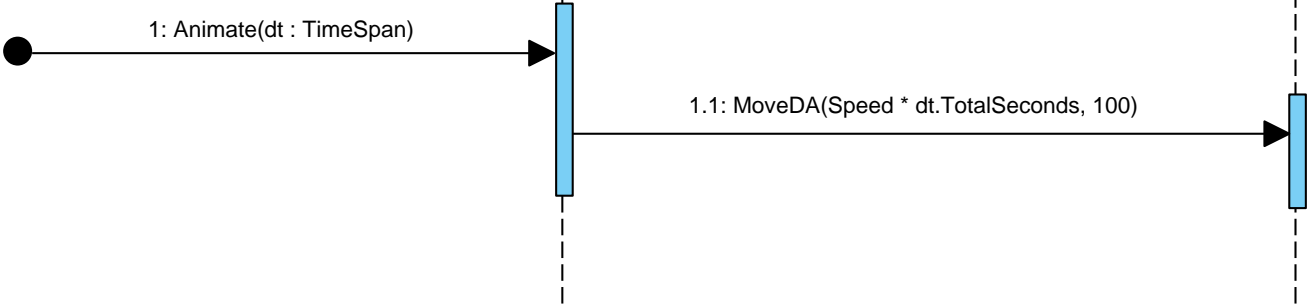






bullet : PlayerBullet

game : TheGame





soldier : Soldier



1: Animate(dt : TimeSpan)

